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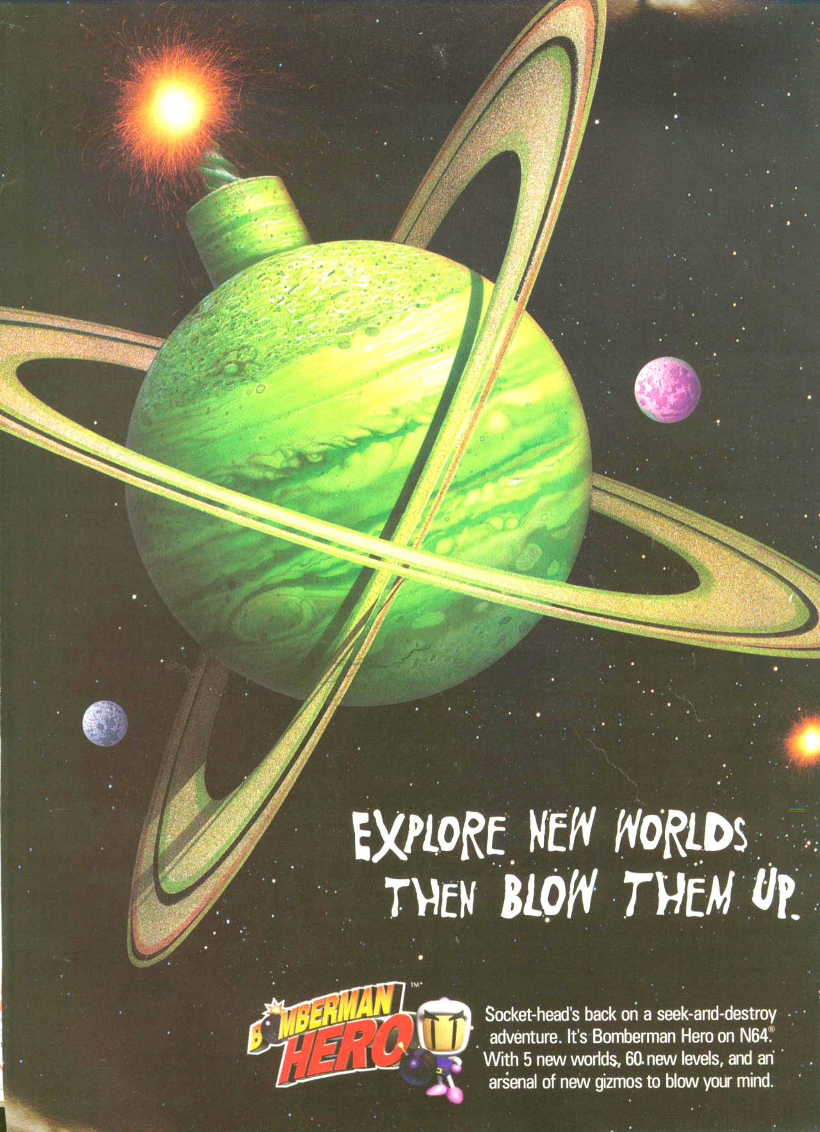
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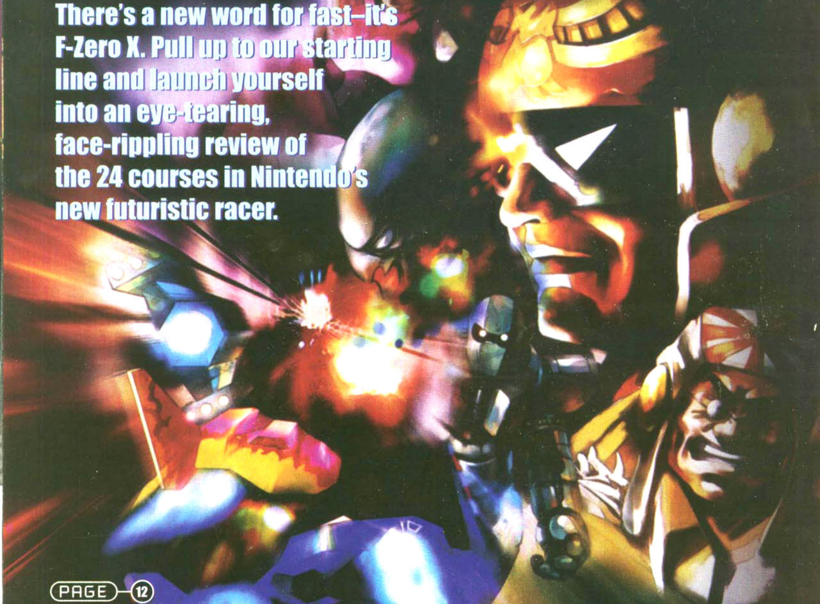
F-ZERO X™

There's a new word for fast–it's F-Zero X. Pull up to our starting line and launch yourself into an eye-tearing, face-rippling review of the 24 courses in Nintendo's new futuristic racer.



PAGE 12

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1
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ENERGY
1ST
2ND
3RD
4TH
5TH
813 km/h

LAP
1/3
25
/29
TIME 00'25"80
ENERGY
1ST
2ND
3RD
4TH
5TH
CHECK
655 km/h

GEX 64™
ENTER THE GECKO

PAGE 26

Gex the Gecko loves TV, but he's not a lounge lizard. This month he whips into action in Gex 64, and we have all the first-run facts on how to pound all of the menacing monsters and find every hidden Remote Control in the game.

BOMBERMAN HERO™

PAGE 38

Last month, you explored half the planets in the Bomber-galaxy in the first installment of our in-depth review of Bomberman Hero. This month, we supply you the tips you need to make it all the way to Garaden!

Cruis'n WORLD™

PAGE 56

ELAPSED TIME
00:39:36
75
8th
MPH
RPM Auto

Midway gives you the world in their racing game. Do you have the street smarts to uncover all the hidden tracks and vehicles? This month, we chart all the power-up options and mapped all the Championship courses—there's no way you'll take a wrong turn on your run to the winner's circle.

BLITZ™

PAGE 68

0:37 DEN 22
2ND IND 8
TOUCHDOWN!
2ND QUARTER
0:37
DENVER 22
INDIANAPOLIS 8

It's fourth and long, and you know you have to go for it. Luckily for you, you have all of our head-butting strategies for making it into the end zone. We've diagrammed every play and listed the top teams for every skill category, starting on page 68.

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Second Episode!
Pokémon Power

PLAYER'S PULSE

Banjo-Kazooie is the flavor of the month, and we have the scoop on gamers' opinions. If you've already licked the game, you can find the answer to the mystery of the ending in this month's edition of Counselors' Corner. Do you think BK's finale is grand or frustrating?

Say What?

This letter is in regards to Andrew Maragni's letter in Volume 110. Ever since I first heard the Yoshi's Story song I have been trying to figure out what they were saying. At first, I thought they might be singing "Nintendo." Then it hit me--they were searching for the Super Happy Tree, so they might be saying "Eat apples." My friends, however, insist that the Yoshis say "Release the doves."

Evan Wing
Via the Internet

I think the Yoshis are saying "We have them," meaning they have eggs, fruits or other items.

Hayden Budds
Via the Internet

I always thought they were singing "the answer."

Betty Brown
Coupeville, WA

It sounds like the Yoshis are saying "Me ever, me ever."

Mitch Holland
Via the Internet

I don't think the Yoshis are singing anything that we could understand. You don't hear them talk in English in the game, so either the baby Yoshis do not know how to talk yet or they are singing in their own language. If they were singing in English, I would guess they were singing "My knee hurts."

Alayna White
Via the Internet

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Leah Christensen • Creston, California

My best friend thinks the Yoshis are saying "Eat it all."

Nikhil Kumar
Via the Internet

My mom thinks they say "the airport."

Kevin Peck
Phoenix, AZ

I think they are saying "Ti amo," which I think is Italian for "I love you." That could explain why the heart appears while they are singing.

Joey Miller
Via the Internet

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Joey Ficken • Chico, California 95973

I think the Yoshis are saying "forever and ever" or "get rid of."

Chris Sack
Via the Internet

I think the Yoshi's are saying "We're happy" or even "next level."

James Rogers
Via the Internet

I think Yoshi sings "We thank yoooou!"

Miranda Fillebrown
Via the Internet

"Be happo." I know it sounds like a baby with no teeth, but it's my best guess.

David Piechocki
Via the Internet

Hasn't anyone considered that the Yoshis could be singing in Japanese? The game was made in Japan after all.

Bobby Fiumedora
Via the Internet

While the majority of our readers believe the Yoshis are singing "Eat apples" or "forever," others suggest the dinos are singing more nonsensical lyrics like "the egg roll," "bean into," and "wheatevvo." Only the Yoshis know the answer to this mystery, but they like to stay tight-lipped. Maybe that's why we can never understand them. Or maybe not. Wheatevvo.

Super Happy or Super-easy?

While Yoshi's Story may offer more challenge to those who seek out melons only, the question is: Is it still fun? Sure, you might be able to get more challenge out of GoldenEye 007 if you used only Bond's karate-chop attack, but where's the fun in slapping people silly? A game of football would be harde if all the players were

BANJO-
-KAZOOIE

Clara Chen • North Reading, Massachusetts

blindfolded, and the pigskin was rubbed down with Vaseline, but that doesn't make the game more fun. What makes a game fun is that it's easy t play and hard to master. I The Legend of Zelda, for instance, it's easy to run around poking critters, but it's hard to find and defeat Ganon. Games should offe easy play, but difficult victory conditions. Maybe then Yoshi's Story would

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Harwinder Singh • Catoinsville, Maryland

be a graphically beautiful challenge.

Danny Ledonne
Alamosa, CO

Prints Charming

Can the printer cable for the Game Boy Camera be connected to a real printer?

Randy Komforty
Via the Internet

We assume "real printer" means a computer printer. The Universal Game Link Cable, which comes with the printer, will allow you to link together any Game Boy and/or Game Boy Pocket pair, but it won't allow you to hook up your Game Boy Camera to a computer printer. Not that it would make a difference considering the pint-sized Game Boy Printer works as well as its full-sized computer counterparts.

Mortal Kombat 4

This year Midway has published its best games for the N64 such as Off Road Challenge and BioFreaks. Mortal Kombat 4 is one of the most powerful N64 games I've seen and it is better than the arcade version. MK4 has more action, better graphics and, most impressively, cinema scenes with dialogue that make the game very special and perhaps the best fighting game in history.

Nelson Echevarria
Via the Internet

When you beat MK4, the credits roll. Toward the middle of these credits appears "Mortal Kombat 4 ha5 been brought to you by Midway." Notice that the letter "s" is replaced by the number 5. I think this could be a hint that there will be a Mortal Kombat 5. On the other hand it could just be an innocent typo.

Steven Danneman
Via the Internet

MK is perhaps the most successful fighting game franchise, and MK4 is by far the best of the series. Don't be surprised if another 5equel appears, but so far there is no official announcement.

We're off to See the Wizard

My friend and I have a substantial bet riding on whether or not that film about video games called "The Wizard" was released before Super Mario Bros. 3 was released. Since the characters in the movie refer to the game as new, I assumed that the movie came out first.

Nigel Lowrie
Sugar Land, TX

Not that we condone betting (or viewing "The Wizard," for that matter), but it looks like you'll be able to tell your friend "I told you so!" The Wizard, starring Fred Savage and Christian Slater, hit theaters in November of 1989. Three months later, in February 1990, Super Mario Bros. 3 hit stores (to a much more receptive audience we might add).

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Jacob Holloway • Santa Maria, California

What's That in Her Beak?

In the intro to Banjo-Kazooie, I think that Kazooie is playing a kazoo, but my friend disagrees because of its shape. Is it or is it not?

Zach Kaplan
Via the Internet

As their names suggest, Banjo plays the banjo and Kazooie plays the kazoo. In fact, Tooty, who plays the piccolo, was originally named Piccolo (see NP Volume 100). The exception to the musical moniker rule is Mumbo

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POWER CHARTS

Banjo-Kazooie is wowing gamers, but not enough to dethrone GoldenEye 007 - at least not yet. Do the bear and bird deserve top honors? It's your call, so be sure to cast your vote by filling out the insert card between pages 82 and 83. Send it in to us, and you'll be eligible for our Player's Poll Contest!

NINTENDO 64 TOP 10

1 GOLDENEYE 007

age escaped!

Since October 1997, Bond has dominated the top spot. Hot on his heels is Banjo-Kazooie, a game that many compare to Super Mario 64. Perhaps it's renewed interest that has boosted SM64 back into the top three.

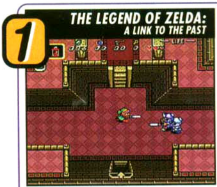
2 BANJO-KAZOOIE

3 SUPER MARIO 64

GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	21
2 BANJO-KAZOOIE	NINTENDO	8	2
3 SUPER MARIO 64	NINTENDO	5	24
4 STAR FOX 64	NINTENDO	6	16
5 1080° SNOWBOARDING	NINTENDO	2	4
6 WCW VS. NWO: WORLD TOUR	THQ	3	8
7 YOSHI'S STORY	NINTENDO	7	5
8 DIDDY KONG RACING	RARE	9	10
9 WWF: WAR ZONE	ACCLAIM	—	1
10 MORTAL KOMBAT 4	MIDWAY	10	2

SUPER NES TOP 10

1 THE LEGEND OF ZELDA: A LINK TO THE PAST



Still not much movement in the Super NES top 10. Should we retire the Super NES charts and expand the N64 charts? Or should we add new, different charts? Let us know by sending us your opinions via snail mail or e-mail.

2 SUPER MARIO RPG

3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

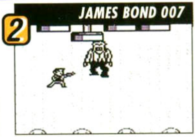
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	79
2 SUPER MARIO RPG	NINTENDO	2	29
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	23
4 FINAL FANTASY III	SQUARE	5	45
5 DONKEY KONG COUNTRY	NINTENDO	4	47
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	41
7 CHRONO TRIGGER	SQUARE	7	38
8 SUPER MARIO KART	NINTENDO	8	65
9 FINAL FANTASY II	SQUARE	—	70
10 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	9	35

GAME BOY TOP 5

1 THE LEGEND OF ZELDA: LINK'S AWAKENING

Link continues to cling to the top rung of the Game Boy Power Charts, while Tetris reenters the chart after being M.I.A. since November 1997.

2 JAMES BOND 007



3 DONKEY KONG LAND 3

1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	65
2 JAMES BOND 007	NINTENDO	2	6
3 DONKEY KONG LAND 3	NINTENDO	3	10
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	69
5 TETRIS	NINTENDO	—	70

MOST WANTED

1. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. BANJO-KAZOOIE (N64)
4. SUPER MARIO 64 2 (N64)
5. WWF: WAR ZONE (N64)
6. TUROK 2: SEEDS OF EVIL (N64)
7. MISSION: IMPOSSIBLE (N64)
8. GAME BOY COLOR
9. WCW/NWO REVENGE (N64)
10. GOLDENEYE 007 (N64)

LETTERS, CONTINUED...

Jumbo, but then again, Mr. Sax-and-Violins wouldn't make the greatest sounding handle.

Dueling Banjo

When Banjo and Kazooie fight Conga in Mumbo's Mountain, Kazooie defeats the ape with her eggs. Then Conga says, "Bear beat Conga." From then on, almost every time Kazooie does something to help someone, Banjo gets the credit! Everyone thinks Kazooie is bad, when Banjo is so lazy that he didn't even wake up when his sister was being kidnapped! Everyone replies with "Thank you, bear," but it's Kazooie who's doing the work.

Jamie Brill
Via the Internet

Banjo does help Kazooie aim her eggs. Even so, the bird more than earns her keep in the blue backpack, but ends up playing second banana. It looks like Luigi isn't the only one who gets overlooked sometimes.

Banjo Pickin'

I must admit, when I first got Banjo-Kazooie, I was pretty skeptical. Even though the game got a 9.2 rating, your highest ever, it just did not appeal to me. However, when I started playing, I quickly changed my mind. The size of the worlds dwarfs those in Super Mario 64! Though everybody says "graphics don't make a game," graphics sure help, especially when they're super smooth like those in BK. If there's a downside to BK, it's that there's no multiplayer mode. I hate games that make you think you're playing No-friend-o 64, but since Super Mario 64 didn't have a multiplayer mode, I guess I can let it slide. The bottom line is that anything Super Mario 64 does, Banjo-Kazooie does it ten times better.

Nick Beiniks
Ballston Lake, NY

Banjo-Kazooie destroyed my social life. I was so engrossed playing my friend's copy of the game that I didn't return from home until 4:00 a.m. My parents decided I needed a curfew, so now I have to be home by 11:00 p.m. Now I'm stuck in bed by midnight all thanks to Banjo-Kazooie.

Dave Bremme
Cinnaminson, NJ

Banjo-Kazooie far surpasses Super Mario 64 in every way, and it's now my favorite N64 game. The day I got it, I sat down at 11 am to play it and didn't get off my seat until about 12 a.m. the next day! No kidding! Of course, the next day I did just about the same thing. I hope that the people at Rare keep up the amazing work and I look forward to Twelve Tales: Conker 64 more than ever.

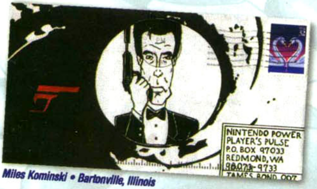
Thirteen straight hours of playing Banjo-Kazooie? Besides showing off the impressive abilities of the Rare team and the N64, BK has apparently taught gamers how to control their bladders.

Season of the Witch

Am I the only one who noticed that the beautiful Gruntilda (during the "Game Over" scene) bears a striking resemblance to Posh Spice? The Spice Girls are unavoidable, indeed.

Jane Dupuis
Via the Internet

How disturbing. Come to think of it, Tooty does have a Baby Spice sort of way about her, and Rare, like the Spice Girls, is based in the U.K.. . .



Miles Kominski • Bartonville, Illinois

WRITE AWAY RIGHT AWAY!

This month, NP covers F-Zero X, Cruis'n World, Wipeout 64, and NASCAR '99. Is a racing game just another racing game? Is the rash of racers give you road rage? Steer your letters to us at:

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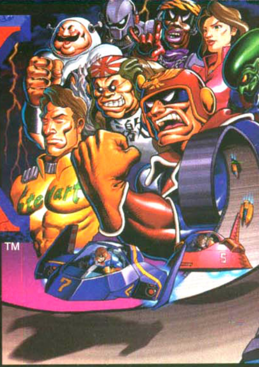

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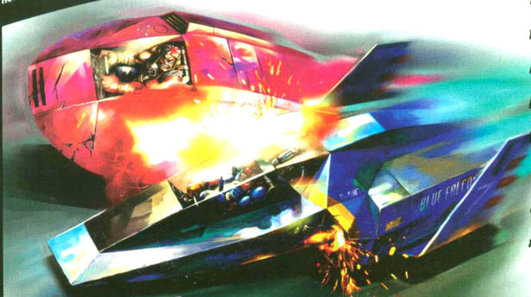
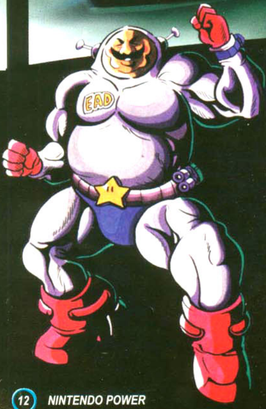


THE COMPETITION IS FIERCE, THE SPEEDS ARE BLINDING, AND DANGER LURKS AROUND EVERY CURVE. F-ZERO X FOR THE N64 SETS A NEW STANDARD FOR RACING. ARE YOU READY FOR THE CHALLENGE?



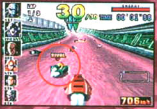
The F-Zero experience was made for 3-D, but until the speed of the N64 was available, there was no way to create the sensation fully. The Super NES game was great, but Nintendo's F-Zero X is the ultimate expression of futuristic racing. Thirty machines float inches above the roadway, then launch forward like rockets, gaining extra speed with dash arrows and boosts during the race. With 24 courses to master in five circuits, F-Zero X will keep players on the throttle for endless laps. On the higher levels, you'll have to be an ace to beat the CPU competition. But perhaps the best part of the new F-Zero is that up to four players can race head-to-head. F-Zero X is a speedster fit for everyone.

ROAD RULES

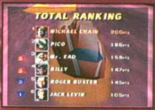
How you play F-Zero X depends on how many players you've got and what sort of mood you're in. If you feel like a greyhound, you'll want to play the GP or time trials, but if you feel more like a rabid dog, you'll want to try the Death Race or Vs. Battle.

GP RACE

The big event in F-Zero racing is the GP, or Grand Prix racing mode. When you first plug in, there are three GP circuits available at three levels of difficulty. Two more circuits can be opened by winning the first circuits. Drivers earn points for their finishing position in each of the six circuit races, and the top point total takes the first prize cup.



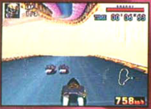
The "Rival" who is designated by the game is whatever opponent is closest to you in your rank position. If you take out a rival, it will be replaced by the next closest driver.



Since the overall cup winner is determined by points earned based on finishing position, you can still win a cup even without winning every race. Closely follow the overall standings to see how you rank.

TIME ATTACK

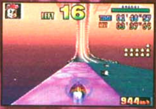
The idea of the Time Attack mode couldn't be simpler. All you have to do is drive faster than anyone else ever has. The Game Pak keeps track of five record times on every track. It also saves ghost cars that you can race against.



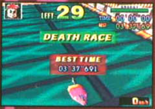
You can play with the ghost activated or not activated in Time Trial mode. In fact, when the ghost is activated, you'll see multiple ghosts from the best times—that is unless you're in front of them.

DEATH RACE

The brand new Death Race mode puts you on an endless looping track with 29 other machines. Parts of the track have no rails, so you can knock opponents off into space. The last machine-driver combo left intact becomes the DR winner.



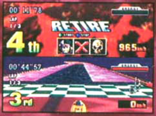
The best Death Race strategy is to use your spin attack to knock opponents off the track or into the wall. At first, just concentrate on defeating other machines and staying on the track.



After you become a skilled machine mauler, you can impress would-be rivals by finishing off your opponents in record time. The game keeps track of how fast you can dispatch your foes.

VS. BATTLE

Two, three or four drivers can compete in the Vs. Battle mode. In all races, four machines will start with CPU drivers in the machines not piloted by players. Although it's called a "battle," the mode is really a straightforward race to the finish line in three laps.



In Vs. Battle, if your machine is retired from the action, a slot machine window will appear. If you manage to stop three symbols in a row, one of the remaining machines will lose some power. Ah, revenge!

PRACTICE

Take advantage of Practice Mode to become familiar with the different tracks and machines. You begin with a full field of 30 machines, but the game doesn't keep track of your position, just your best lap time. You can choose any open track.

MACHINES

F-Zero racing machines aren't cars because they don't have wheels, and they're not planes because they don't have wings. Antigrav units suspend them above the track, but they don't really fly. What these machines do is to move very fast!

GRADING

Each machine has three attributes and a letter grade for each. As you might guess, the top grade is A and the lowest grade is E. Look for machines with a balance of mid and high grades rather than a mix of very high and very low grades.

WEIGHT: Each machine has a weight measured in kilograms that affects the body attribute and the overall top speed of the craft. Heavy machines have higher max speeds but lower acceleration.

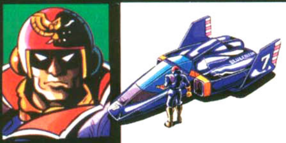
GRIP: A machine's grip attribute tells you how well the craft will stay on the track when you're racing on an outside curve. Grip also reflects the handling characteristics of the machine.

BOOST: The boost attribute tells you how much of a kick you'll get out of your boosts. Although this may seem critical, some machines with a low boost grade may have a high top speed to balance things out.

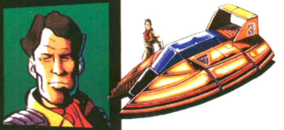
BODY: This grade reflects the strength of the body design and suggests how much abuse your machine can take from hitting other machines and the walls. Heavy machines usually have higher grades, but not always.

ROW 1

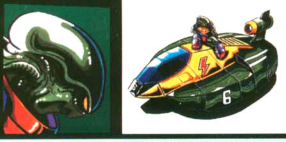
Six machines are available to you when you first play. Four of these machines appeared in the original F-Zero. As you select each machine, you'll see the driver's name and picture, the attribute grades for body, boost and grip, and the weight of the vehicle.



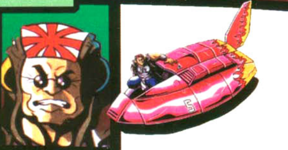
CAPTAIN FALCON
MACHINE:
BLUE FALCON
WEIGHT: 1,260 KG
BODY: B
BOOST: C
GRIP: B



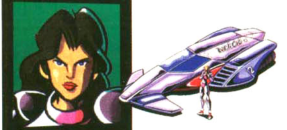
DR. STEWART
MACHINE:
GOLDEN FOX
WEIGHT: 1,420 KG
BODY: D
BOOST: A
GRIP: D



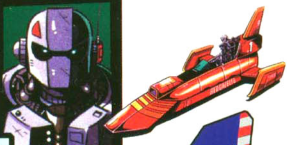
PICO
MACHINE:
WILD GOOSE
WEIGHT: 1,620 KG
BODY: B
BOOST: B
GRIP: C



SAMURAI GOROH
MACHINE:
FIRE STINGRAY
WEIGHT: 1,960 KG
BODY: A
BOOST: D
GRIP: B



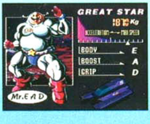
JODY SUMMER
MACHINE:
WHITE CAT
WEIGHT: 1,150 KG
BODY: C
BOOST: C
GRIP: A



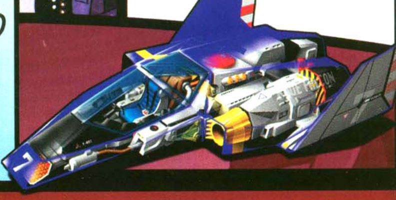
MIGHTY GAZELLE
MACHINE:
RED GAZELLE
WEIGHT: 1,330 KG
BODY: E
BOOST: A
GRIP: C

ACCELERATION VS. MAX SPEED

Before each race, you can adjust the balance between your machine's rate of acceleration and its maximum speed. For GP and Time Trials, it's best to increase Max Speed about five notches.

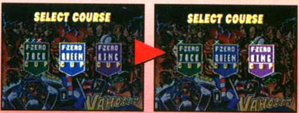


GREAT STAR
1870 Kg
BODY E
BOOST A
GRIP D



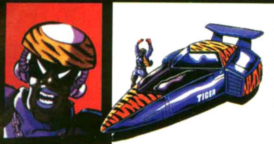
ROW 2

You'll open the second row of machines when you win each cup circuit at the novice level. You can also open the second row by winning the Jack Cup at every level of difficulty, earning three Xs.

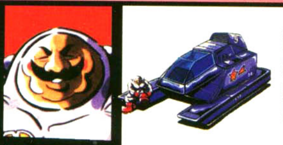


COLLECT THREE **X**s

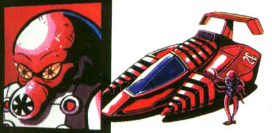
XXX



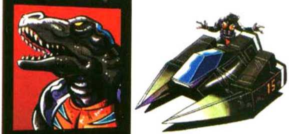
BABA
MACHINE:
IRON TIGER
WEIGHT: 1,780 KG
BODY: B
BOOST: D
GRIP: A



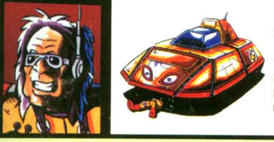
MR. EAD
MACHINE:
GREAT STAR
WEIGHT: 1,870 KG
BODY: E
BOOST: A
GRIP: D



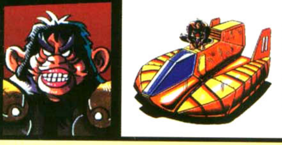
OCTOMAN
MACHINE:
DEEP CLAW
WEIGHT: 990 KG
BODY: B
BOOST: B
GRIP: C



BIO REX
MACHINE:
BIG FANG
WEIGHT: 1,520 KG
BODY: B
BOOST: D
GRIP: A



DR. CLASH
MACHINE:
CRAZY BEAR
WEIGHT: 2,220 KG
BODY: A
BOOST: B
GRIP: E



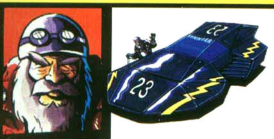
BILLY
MACHINE:
MAD WOLF
WEIGHT: 1,490 KG
BODY: B
BOOST: B
GRIP: C

ROW 3

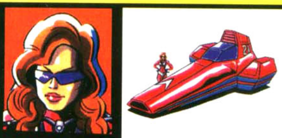
These machines will become available to you when you win each cup circuit on the standard level of difficulty or when you win all three skill levels of the Queen Cup circuit.

COLLECT SIX **X**s

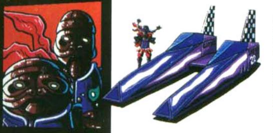
XXXXXX



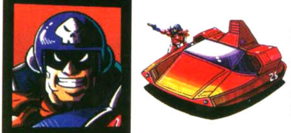
SILVER NEELSON
MACHINE:
NIGHT THUNDER
WEIGHT: 1,530 KG
BODY: B
BOOST: A
GRIP: E



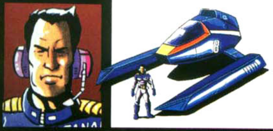
MRS. ARROW
MACHINE:
QUEEN METEOR
WEIGHT: 1,140 KG
BODY: E
BOOST: B
GRIP: B



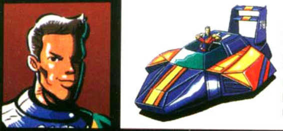
GOMAR & SHIOH
MACHINE:
TWIN NORITTA
WEIGHT: 780 KG
BODY: E
BOOST: A
GRIP: C



BLOOD FALCON
MACHINE:
BLOOD HAWK
WEIGHT: 1,170 KG
BODY: B
BOOST: A
GRIP: E



JOHN TANAKA
MACHINE:
WONDER WASP
WEIGHT: 900 KG
BODY: D
BOOST: A
GRIP: D



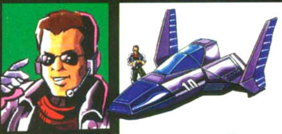
JACK LEVIN
MACHINE:
ASTRO ROBIN
WEIGHT: 1,050 KG
BODY: B
BOOST: D
GRIP: A

ROW 4

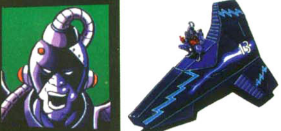
If you win all of the cups–Jack, Queen and King–you'll open the fourth row of machines. Alternately, if you win every level of the Joker Cup, you'll open this row.

COLLECT NINE Xs

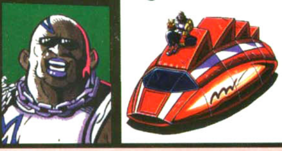
XXXXXXXXX



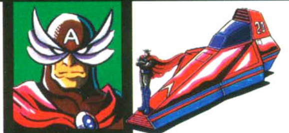
JAMES McCLOUD
MACHINE:
LITTLE WYVERN
WEIGHT: 1,390 KG
BODY: E
BOOST: B
GRIP: B



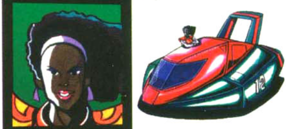
ZODA
MACHINE:
DEATH ANCHOR
WEIGHT: 1,620 KG
BODY: E
BOOST: A
GRIP: C



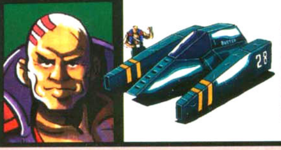
MICHAEL CHAIN
MACHINE:
WILD BOAR
WEIGHT: 2,110 KG
BODY: A
BOOST: C
GRIP: C



SUPER ARROW
MACHINE:
KING METEOR
WEIGHT: 860 KG
BODY: E
BOOST: B
GRIP: B



KATE ALEN
MACHINE:
SUPER PIRANHA
WEIGHT: 1,010 KG
BODY: B
BOOST: C
GRIP: B



ROGER BUSTER
MACHINE:
MIGHTY HURRICANE
WEIGHT: 1,780 KG
BODY: E
BOOST: B
GRIP: B

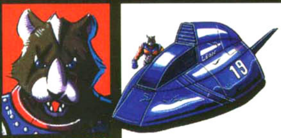
ROW 5

You can open the final row of machines by earning either 12 Xs or every cup through the first four circuits, including the Jack, Queen, King and Joker Cups.

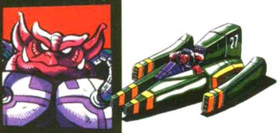
SEE YOU AGAIN!!
© 1998 Nintendo
SELECT MACHINE
MASTER
SONIC PHANTOM

COLLECT TWELVE Xs

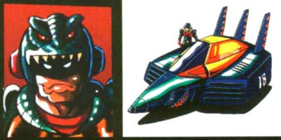
XXXXXX
XXXXXX



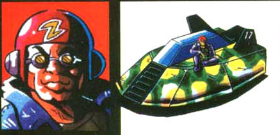
LEON
MACHINE:
SPACE ANGLER
WEIGHT: 910 KG
BODY: C
BOOST: C
GRIP: A



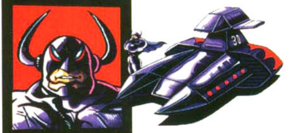
DRAQ
MACHINE:
MIGHTY TYPHOON
WEIGHT: 950 KG
BODY: C
BOOST: A
GRIP: D



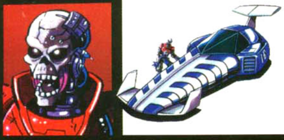
BEASTMAN
MACHINE:
HYPER SPEEDER
WEIGHT: 1,460 KG
BODY: C
BOOST: C
GRIP: A



ANTONIO GUSTER
MACHINE:
GREEN PANTHER
WEIGHT: 2,060 KG
BODY: A
BOOST: B
GRIP: D



BLACK SHADOW
MACHINE:
BLACK BULL
WEIGHT: 2,340 KG
BODY: A
BOOST: E
GRIP: A



THE SKULL
MACHINE:
SONIC PHANTOM
WEIGHT: 1,010 KG
BODY: C
BOOST: A
GRIP: D

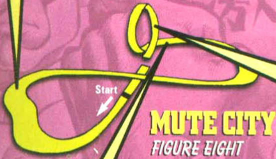
TRACK TIPS

The remaining pages of our review include three tips for each track, but you should also keep some general tips in mind. We've included some strategies in special boxes, but here are a couple more: CPU machines don't cut corners, so you can gain time if you do. Use boosts as long as you have energy, but always leave a small safety margin in case of collisions.

JACK CUP

MUTE CITY

FIGURE EIGHT



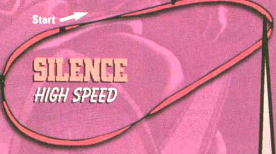
Try to hit both dash arrows before this tunnel, then bank sharply to the right following the second arrow. If you don't, you'll slide out and hit the left wall, losing speed as a result.

On the second and third laps, once you have boost power, hit the boosters before you reach the dash arrow at the beginning of the loop. That should give you plenty of speed for the round trip.

Use another boost as you leave the loop and head toward the jump. On the final lap, save one final boost to carry you over the finish line. This last tip is good advice for every track.

SILENCE

HIGH SPEED



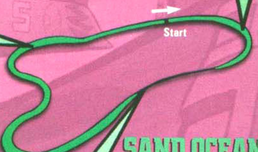
Silence is all about pure speed. In the first part of the course you'll find a series of dash arrows. Save your power boosts for the second half where there are no dashes.

You can slip in a power boost after the first dash arrow past the starting line. The next dash arrows will come up fast. Don't use your boosts through the dash arrows.

This course seems straight even though it's an oval. The only turns you need to make in this section of the track are through the dash arrows. The sequence is left, middle, left, middle, right, left and middle.

SAND OCEAN

PIPE



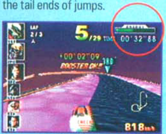
The pipe is a good track for a machine with a high grip grade. Keep to the lower left side of the tunnel. You'll be able to pass other machines and hit the first dash arrow.

If you stay on the left wall of the tube, you'll pass many of the drivers. They tend to stay on the floor. Try to exit the tunnel close to the floor so you don't fly off into space.

When the tunnel shrinks, the smallest oversteer can result in your machine spinning around the inside of the tube. Here, it's smart to stick to the yellow line on the floor.

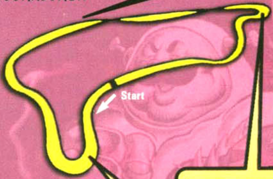
YOU'RE BOOSTED!

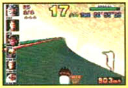
After one lap on every track, you'll suddenly get boost power. Every time you boost, you'll lose some energy. Boosts will do you the most good in places where other drivers lose speed, such as on uphills and loops. You can boost through corners, as well. You can even boost on the tail ends of jumps.



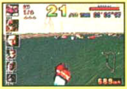
DEVIL'S FOREST

CORKSCREW

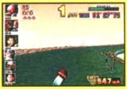




Although this section of track looks straight, it curves slightly to the right. Hit the dash leading to this stretch, then stay on the right side and use a boost when the dash wears off.

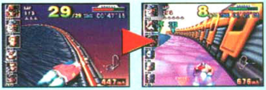


The first S-curve after the starting line is a great place for getting the jump on your opponents. Start banking to the left early, then bank hard back to the right at the next curve.

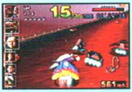


This next curve comes up quickly. Bank hard to the right, then get ready for another fast left. On the left curve, stay in the middle of the track so you can hit the dash arrow.

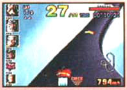
HEALTH WATCH!



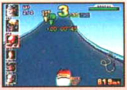
The safety rails along most of the tracks may keep you from crashing on the planet far below, but each scrape will drain power from your machine's body. Drain it all and you'll explode. Hit as many of the pink energy zones as possible.



Another danger comes from the crush of other machines as they close around you. If you bump a machine, you'll lose energy. CPU drivers often purposely try to ram you. Watch out!



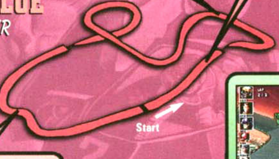
This is one of the wildest tracks ever. When you're on the pipe, stay to the inside curve. You should see three dash arrows, and the curve will keep you on the track at high speed.

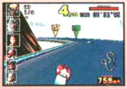


Boost up this hill after the starting line and keep to the center or slightly left. You'll land on the inner curve of the pipe and be lined up for the first two dash arrows.

BIG BLUE

CYLINDER

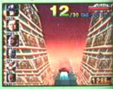




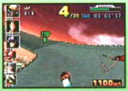
The S-curve following the pink power strips near the end of the course is a good place to sneak past opponents. Begin your banking turn before the pack, and you should move up a spot or two.

PORT TOWN

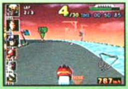
HIGH JUMP



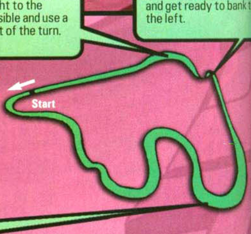
Point your nose down slightly when you make the big jump to increase your speed. Before landing, raise the nose slightly to keep the speed up and get ready to bank t the left.



You'll have to bank left to avoid sliding into the upper rail on this curve following the big jump. Stay as tight to the inside rail as possible and use a boost coming out of the turn.



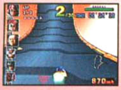
After the tunnel comes an icy turn. Hug the inside or left rail using your banking maneuver. As you exit the turn, use a boost to pick up speed for the jump.



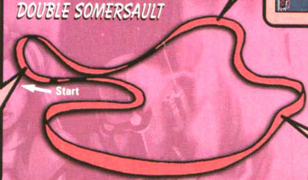
QUEEN CUP

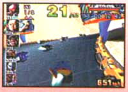
SECTOR α

DOUBLE SOMERSAULT

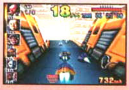


Begin boosting on the uphill stretch as you enter the loop. Since most of this track is straight, or only slightly curved, you can boost almost everywhere.

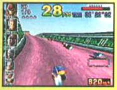




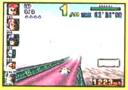
Most of your opponents will swing wide on this deceptive corner. By taking the inside track, you'll gain ground and set yourself up to take the dash arrow just beyond the corner.



The narrow passage is no place to be in a crowd unless you want to play bumper cars. If you have the option, boost ahead of the other machines. If you can't, hang back until the track widens.



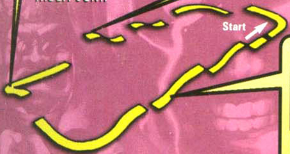
The four sharp corners on Red Canyon 2 give you little room for error. Bank into them early and keep to the inside of the turn to avoid and pass other machines.

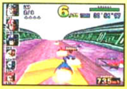


Keep up your speed on this jump by tilting your nose down and landing flat on the far side. This is the longest jump on the course, and it's preceded by a dash arrow.

RED CANYON

MULTI JUMP

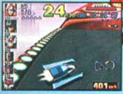


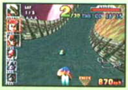


Each side of this track has a power strip. Pick up some power on one side, then cross diagonally to the opposite strip. You'll cross over the dash arrow and pick up extra speed.

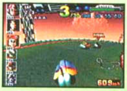
NO SLIDE SHOW!

Never slide around a corner when you can bank around it instead. You'll lose more speed sliding, and you'll lose control, too. Even worse, the longer a slide lasts, the more speed and control you'll lose. If you feel a slide starting, immediately bank to recover control.





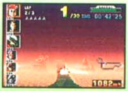
You'll be traveling at high speed after the three jumps and three dash arrows that lead into this corner. Aim for the inside edge to avoid sliding. You may need to bank for a short time.



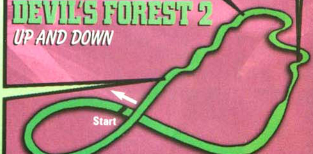
The area leading up to the power strips contains a wicked S-Curve. If you're prepared for it, a quick bank to the left then to the right will see you through safely.

DEVIL'S FOREST 2

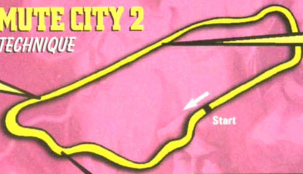
UP AND DOWN



After hitting the first jump, and while you're still in the air, aim toward the next dash arrow. When you get there, jump and set your sights on the third dash arrow.



MUTE CITY 2
TECHNIQUE

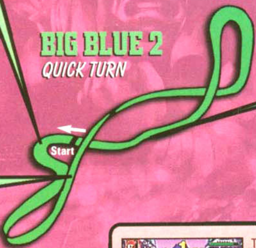


Take the ramp to jump the gap. Most of the other machines will head to the right and clump up in the narrow passage. Just keep your nose tilted down so you gain speed while in the air.

You can't jump over both bottlenecks in this area. When you have to pass through this spot, try to avoid contact with other machines and the walls.

On the first lap, this S-Curve turns into a traffic jam. Bank early and slip past the crowd. You'll move ahead in the rankings quickly if you don't touch another machine.

BIG BLUE 2
QUICK TURN

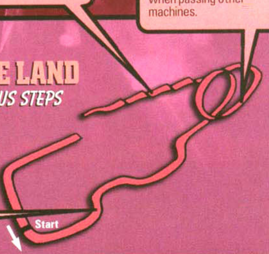


The track veers sharply left right after the starting line. You'll have to use the banking maneuver. Stay to the inside and you'll be able to move up several positions.

The right turn out of the second tunnel is a blind corner that you must anticipate. Stay on the left power strip in the tunnel to give yourself the most room to bank through the corner.

This long, narrow stretch of track has no rails on the edges. Even a slight jostle with another machine can send you over the edge. Use the dash arrow to zip past potential danger.

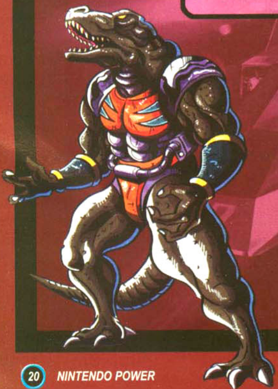
WHITE LAND
DANGEROUS STEPS



The dangerous steps of the White Land track force your machine to hop up to a higher level. Hit the steps straight-on and keep your nose down in the air. Use the boost for extra speed.

Although this section is straight, it's very narrow, and it lacks side rails. If you hit the dash arrow at the beginning of this span, be careful when passing other machines.

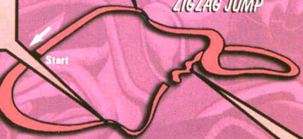
This tunnel is filled with twists and turns. Don't even think about using your boost in here. Instead, be ready to bank sharply to the left, right, and left again.

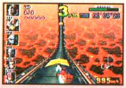


KING CUP

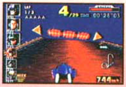
FIRE FIELD

ZIGZAG JUMP

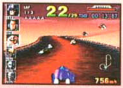




Like a skijump slope, this downhill before the big jump is a great place to boost up your speed. Boost just as you start down the slope, before you reach the first dash arrow.



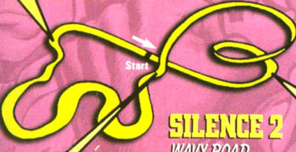
This uphill ends up in a jump. Keep your nose tilted down or your machine will float in the air and lose considerable speed. Get back on the track as fast as you can.

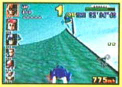


During the big jump, keep your nose pointed down slightly. Use a boost near the tail end of the jump to gain more distance. Aim for the final curve. When you land, keep right and bank.

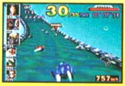
SILENCE 2

WAVY ROAD

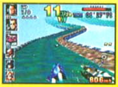




Use boosts with caution on the wavy straightaway. Depending on the grip grade of your machine and the straightness of your course, the extra boost could send you off into space.



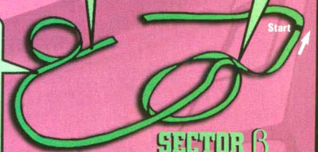
This curve looks gentle, but few machines can hold the long turn without slipping into the far rail. Use short banking maneuvers to keep yourself lined up for the second dash arrow.

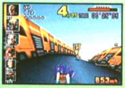


The downhill S-curve is one of the few places where you can make or break this race on the first lap. If you stay off the gravel, and avoid other machines, you can gain lots of ground.

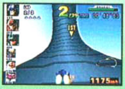
SECTOR β

DOUBLE SOMERSAULT

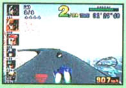




As you approach the top of this hill, keep to the left and bank over the crest to keep from rubbing against the wall. If you stay right, there's a danger that you might fly off the track.

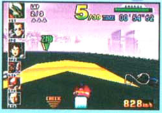


On the second and third laps, land flat off the first jump and head straight down the track. Use a boost to accelerate going into the loop. There aren't any rails, so keep a straight line.

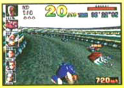


Although it's generally a good idea to boost coming out of a loop, in this case it's risky. The track following this loop has no rail, so a boost could send you off into the great unknown.

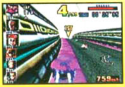
DASH DO'S AND DON'TS!



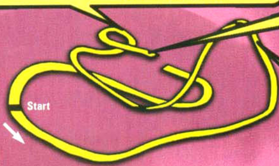
Always try to maximize your boost and dash opportunities. Use every dash, but don't use a boost before a dash or you'll waste boost power. The key is to memorize the positions of all the dash arrows.



This tight spiral turn is the best place on the track to move up in the rankings. Bank early to the left and hug the left wall. All the other machines take the long turn wide and lose ground.

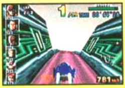


With such a track, Red Canyon 2 is sure to take its toll on the body of your machine. Even the power strips are narrow, but it's vital that you replace lost energy as much as possible.

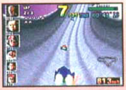


RED CANYON 2

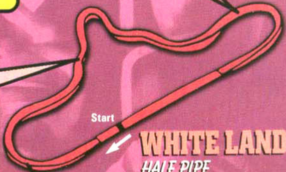
SLIM LINE



Don't boost near the crest of this hill. On the far side is a steep dropoff. If you boost, you'll probably wind up flying off into the background and blowing up.

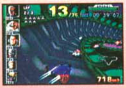


In this early part of the pipe, you'll have good control so it's the best place to use boosts. If you begin wobbling through the pipe turns, use the banking maneuver to steady things.

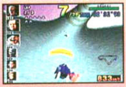


WHITE LAND

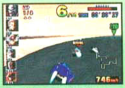
HALF PIPE



This stretch of the pipe is tight and fast. Since it's easy to rock back and forth, keep banking to keep your machine centered in the pipe. A machine with good grip also helps considerably.



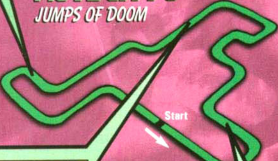
Unless you have a tight grip and superior control, use your boosts on the flat stretch with power strips and early in the pipe. Otherwise, just use the dash arrows in the pipe.

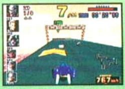


Bank sharply through this right-angle corner and through virtually all of the other turns on Mute City 3. In a few cases, you can cut nearly straight through a pair of right-angle corners.

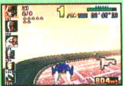
MUTE CITY 3

JUMPS OF DOOM



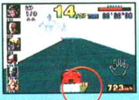


Go for the dash arrow and hit the bump to gain extra speed. Once you're airborne, point downward to get back to the track. Avoid the bump and take the next corner on the track.



Use this bump to cut a corner. Readjust your machine while in the air so that you'll be lined up to hit the dash arrow once you land.

REGULAR CHECKUPS!



When opponents close in behind you, symbols appear at the bottom of the screen showing their relative positions on the right or left. Use this info to block them out, and boost at the next opportunity.

JOKER CUP

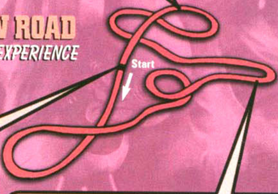
Once you complete and win the Jack, Queen, and King cups on the standard difficulty setting, a new circuit will open up. The Joker Cup includes six new tracks, including one that Mario Kart 64 fans may recognize.

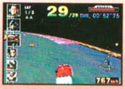
SELECT COURSE
F-ZERO JACK CUP
F-ZERO QUEEN CUP
F-ZERO KING CUP
F-ZERO JOKER CUP

The fourth cup circuit, the Joker cup, becomes available once you win the first three cups at the standard difficulty level. The six new tracks will be the toughest challenge yet.

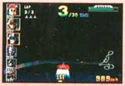
RAINBOW ROAD

PSYCHEDELIC EXPERIENCE

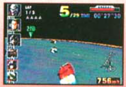




Avoid the mines by sticking to the pink power strips. At the end of each strip is a diagonal stretch of the road that's free of mines and that leads to the next power strip.



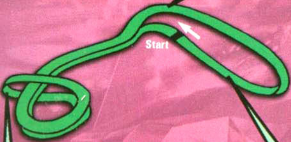
Once you have boost power, use it to boost into the air at the starting line. Lift your nose to take flight, then tip down slightly to see your landing point straight ahead.

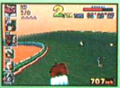


This is the sharpest corner on the Rainbow Road. Head into the turn early, banking hard to the left, and keep close to the inner edge. If you take the turn smoothly, you should gain ground.

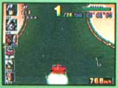
DEVIL'S FOREST 3

MIRROR ROAD

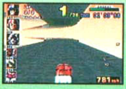




Most of the corners on this track dip or rise as they curve, making it difficult to judge how hard to bank. Take some practice runs to get familiar with them. The course has no dash arrows.

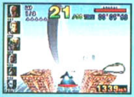


This is the first half loop. The mirrored part of the course contains a second half loop. Use a boost going into each of them to keep your speed high.

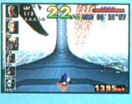


None of the straightaways on Devil's Forest 3 has rails. Watch out for other machines nearby that might bump you. Use boosts to get ahead of traffic jams.

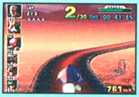
FLIGHT PLANS!



You may have to tilt the nose of your machine up when going over some jumps to catch air and take flight. But once you're airborne, tilt the nose down to pick up extra speed.



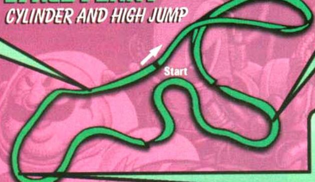
Land flat or level to maintain the speed you gained in the air during a jump. If you land tilted down or up, you'll lose all the speed that you gained and more.



If you're looking for a thrill, hit the boost while you're in the air. You can gain extra speed and go farther on your jump. Look at your machine's exhaust. If it's white, you can boost.

SPACE PLANT

CYLINDER AND HIGH JUMP



The tunnel near the end of the track has a long stretch of ice in the center. Hug the outer wall so you'll be set up to hit the power strip just outside the tunnel.

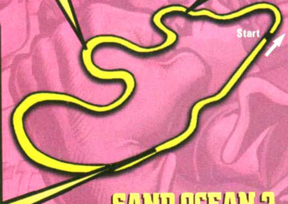
Boost up the hill after the second tunnel and catch some air. When you're in the air, nose tilted down, you can boost again to increase your speed for the final run at the finish line.

Ride the inside curve of the pipe to help keep your machine on track. The inside curve is also the fastest path since it's the shortest path. A machine with good grip will come in handy.

Use the dash arrows on the track rather than your own boosts on most areas of this wavy track. Boosting over the jumps won't give you an advantage—it can even slow your machine down.

This picture shows the wavy nature of Sand Ocean 2. Try to keep your machine in the center of the track. This will give you the most time to react to sudden turns, dips and corners.

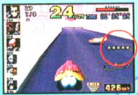
Once you're inside the tunnel, it's hard to see the track ahead. Remember that the combination of turns is left, right, left. Power strips line the edges of the track just beyond the tunnel.



SAND OCEAN 2

WAVE PANIC

FIVE STARS FOR A LIFE!



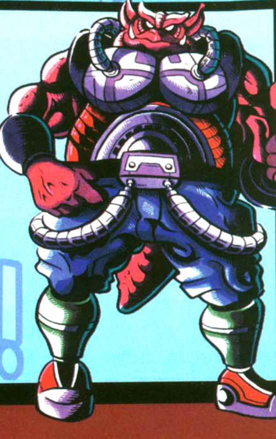
If you knock opponents off the track, or destroy their machines, you'll earn stars. For every five stars you earn, you'll be rewarded with an extra racing life.

BATTLE MOVES!

Use the sideswipe move on straightaways to nudge opponents into a wall, rail or over the side. Just tap the R or Z Button twice when your machine is alongside the hapless victim.

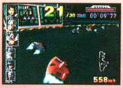
Hold R and Z, then tap either R or Z twice, depending on which direction you want to spin for the spin attack. Attack groups of machines, spinning into them from the inside edge of curves.

You and your rival will start out each race close to each other, since the top-ranked machines are always in last place. Use your position to double tap the R or Z Button for a side attack.

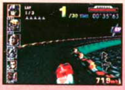


PORT TOWN 2

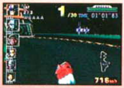
SNAKE ROAD



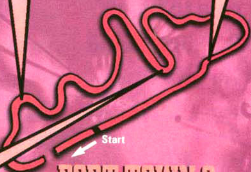
Most CPU drivers can't negotiate a turn to save their lives. On the early curves of Port City 2, bank into curves early and stay to the inside of the track. You'll pass up much of the traffic.



This narrow stretch ends with a brutal S-curve. If you know it's coming, you can do a sharp banking maneuver, first left, then right, and cruise through the curve at high speed.

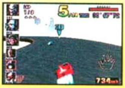


This is just a sharp, flat 180°-degree corner, but it's tough. Go into the turn early, banking sharply to the left. You should be able to hold the curve without hitting the outer rail.

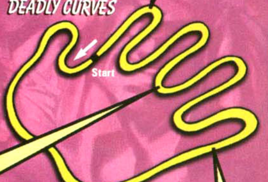


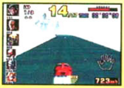
BIG HAND

DEADLY CURVES

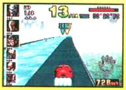


Let's give a big hand to the designer of this track. This one finger has no rails, so take extra care as you round the tip. You don't want to boost before coming up to this corner.





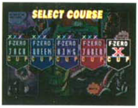
On laps two and three, boost on all the straightaways of the fingers, then bank hard around each fingertip. You may have to ease off the gas on some or risk hitting the rails.



Ice in the center of the track and no rails on the side makes this stretch one of the most dangerous in the game. Stay on the edge. If you slip on the ice, bank to regain control.

X CUP

One more test awaits the avid F-Zero X racer: the mysterious X Cup. If you win the Joker Cup at standard difficulty, the final circuit will open. The six races take place on six tracks that are randomly selected from a set of X tracks. You may experience variations of these tracks, too, such as mirror or night versions.



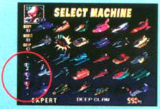
After wining the Joker Cup at standard level, or the first three cups at the Expert level, the X Cup appears along with the Master skill level on your selection screen. The challenge never ends in F-Zero X.

SELECT COURSE
F-ZERO X CUP
1: X

At the beginning of each X Cup race, there won't be any track diagram as in the previous races. That's because tracks are randomly selected. Each X race is a total surprise for the driver.

TROPHY CHALLENGE!

Even more challenges can be had in F-Zero X. The trophy challenge is the quest to capture all the cup trophies for each machine. On the machine selection screen (on the left side beneath the attribute grades) you'll find five slots where trophies will be displayed. If you've won a circuit with the selected machine, the trophy for that circuit will appear in the proper slot. Mastering all of the cup circuits in all of the machines is the ultimate challenge. But F-Zero X isn't just about challenge. It's about multiplayer fun, as well, and variety and experimentation. It's the best F-Zero ever, and that's quite a compliment.



All the trophies won by a machine will appear on the left side of the screen when you highlight the machine. The ultimate challenge would be to win every cup with every machine.

This is the true story of a gecko picked to star in an N64 game parodying TV and film. Find out what happens when we reveal how to finish every level of the game. Could you possibly lose? Get real.

GEX 64™

ENTER THE GECKO

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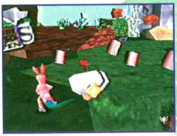
It's New to You

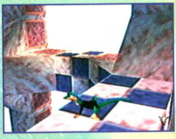
Gex first appeared in games for other platforms, and now the TV-loving lizard is premiering on the N64. In Midway's Gex 64: Enter the Gecko, gamers venture through over a dozen silly worlds spoofing everything that's TV and Hollywood. Set inside various TVs, Gex 64 pokes fun at James Bond, Indiana Jones, Austin Powers, The X-Files and just about every other TV show or movie this side of Dawson's Creek. Variety is the name of the game, and each level is set in a different TV show genre, with Gex donning suitable attire ranging from Star Wars Stormtrooper gear to something out of the Jurassic caveman casuals collection.

Staying Tuned

Gex may love TV, but he's no couch potato. The gecko is equipped with a talented tail, which he can use to high-jump or whip enemies. Along his way to reaching Rez, the TV tyrant with Big Brother ambitions, Gex must gather a bevy of collectibles. The collectibles will correspond to the theme of the area. In Toon TV's worlds, for example, the goods will be cans of spinach, while in Scream TV they'll be hockey masks.



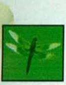
Items will abound in each level, since Gex will have to find 30 of one item, 40 of another, then 50 of a new variety, before maxing out his collectible quota.

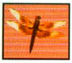


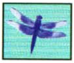
Geckos can defy gravity with their ability to cling to certain surfaces. In the scene above, Gex is actually standing on the ceiling.

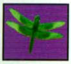
TV Dinners

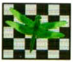
TV and flies to feast on sound like the ingredients for a nice night at home for Gex, so keep your lizard happy by seeking out bug-filled boob tubes. Each serves as a checkpoint or power-up. Activate them by tail-whipping the TV, then hit the R Button to slurp up the fly you've released.

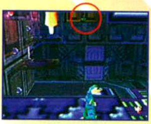

Health Boost

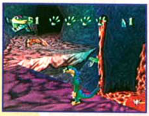

Fire Power

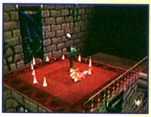

Ice Power

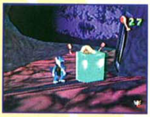

Extra Life


Checkpoint

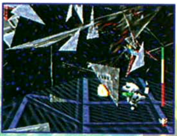

To find the TVs, stay in tune with your surroundings. Be sure to look around, because many of the sets will be far off the beaten path.


Instead of eating a fly, let it buzz around Gex's head. If an enemy attacks you, the orbiting insect will act as a shield and absorb one hit.


Once Gex is ablaze with Fire Power, hold the B Button while running circles around enemies or items to defeat them or earn more collectibles.


After eating an Ice Power Fly, hold the B Button while circling foes to freeze them into ice. Once they're chilled, shatter them with Gex's tail.

Touch That Dial



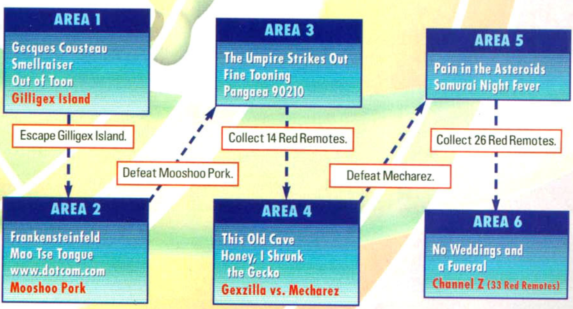
Try to break everything in sight, since you can find many collectibles hidden inside objects and enemies. Once you've freed the items, keep that tail swinging. Rather than walking over items to collect them, you can swipe them up with Gex's tail.

A Remote Chance

In most family rooms, the one who possesses the remote control is the one in power. The rule applies to Gex 64, too, since possession of Red, Silver and Gold Remote Controls will gain you access to the different worlds, boss arenas and bonus areas. To unlock most levels, you can use the Red Remotes, which you'll earn after completing missions.

Channel Surfing

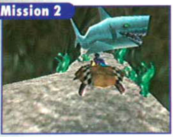
Each area is a TV show appearing on one of the sets in the main TV area. The "overworld" is divided into six areas separated by gates or space. To open the gates or cross the gaps, you must first earn a certain number of Red Remotes.


AREA 1
Gecques Cousteau
Smellraiser
Out of Toon
Gilligex Island
Escape Gilligex Island.
AREA 2
Frankensteinfeld
Mao Tse Tongue
www.dotcom.com
Mooshoo Pork
Defeat Mooshoo Pork.
AREA 3
The Umpire Strikes Out
Fine Tooning
Pangaea 90210
Collect 14 Red Remotes.
AREA 4
This Old Cave
Honey, I Shrunk the Gecko
Gexzilla vs. Mecharez
Defeat Mecharez.
AREA 5
Pain in the Asteroids
Samurai Night Fever
Collect 26 Red Remotes.
AREA 6
No Weddings and a Funeral
Channel Z (33 Red Remotes)

Area 1 Gecques Cousteau

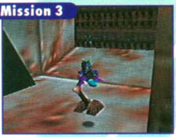
Using the A Button to swim and the B Button to stop, explore the depths of Sea Span. There you'll find wreckage resembling the Love Boat, S.S. Minnow and Titanic, and near, far, wherever you are, you'll find deep trouble and plenty of obstacles.

Mission 2



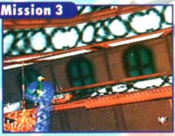
Sharks patrol these waters, and they can easily outswim you. To avoid their jaws, swim onto one of the turtle taxis. As long as you're hitching a ride on one, you'll be safe from shark attacks.

Mission 3



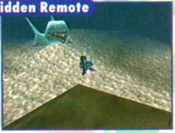
Follow the arrow on the "Titanic Tours" sign to the iceberg floating on the surface. Board the ship by swimming into the opening in the ice, then flip the switches to open the hatches. Shut the entryway before opening any exit doors.

Mission 3



Hop into the geyser spewing at the foot of the stairs in the Titanic's ballroom. If you ride it to the ceiling, you'll be able to leap to a cache of collectibles.

Hidden Remote

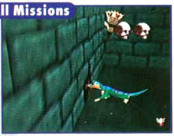


Not all treasures are sunken. Head to the top when you see the "Fresh Fish" sign to load up on items. In a similar cave that is inhabited only by a shark, you'll find the Hidden Remote floating on the surface.

Area 1 Smellraiser

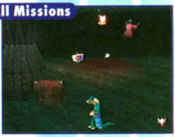
You'll have a devil of a time scaring up the whereabouts of Smellraiser's entrance. To find the house of horrors, scale the archway by the hint block that reveals, "You can climb some walls." Climb to the roof, then leap onto the platform to shuttle to the entrance.

All Missions



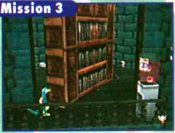
All those in favor of collecting every single item should peek into the cracks, because the eyes have it. When you spy the red eyes peering out of a shadowy wall opening, hit the Z Button to stare them down, and they'll surrender a few collectibles.

All Missions



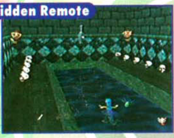
Like the sign at the entrance to the haunted area advised you, step into the light. As long as you are standing under a red lantern, the harmful red ghosts will become harmless green ghosts.

Mission 3



To activate the haunted elevator, you must flip the hidden lever. Push the bookcase by the second blood cooler. Behind the shovable shelf you'll find the lift's lever, which you can pull by pressing the B Button.

Hidden Remote

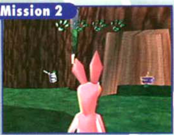


By ducking in front of the painting in the elevator, you'll set the lift in motion. When the elevator stops, exit, then jump into the water to find the Hidden Remote hovering close by.

Area 1 Out of Toon

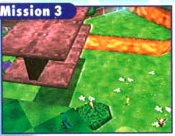
Toon TV serves up loony programming that will be quite lively, er, animated. In the channel's cartoon-inspired world, you will deal with fuddy-duddy hunters and falling anvils. Where's a pair of Acme rocket-skates when you need one?

Mission 2



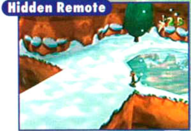
Be vewy, vewy quiet. Two hunters want to kill the wabbit, and, as luck would have it, Gex has emerged from the rabbit hole wearing a bunny suit. For an extra life, enter the stump marked "Gex loves TV."

Mission 3



Probably the most elusive purple mushroom to whack is the one growing across the gap bridged by the hanging steel girder. Board the beam from the Hard Head Area, then cross it to clear the brick wall.

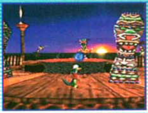
Hidden Remote



Use the rainbows to leap up the waterfall, then head for the wintry area. When the retracting snow bridge with the rabbit imprint extends, scurry across to leap to the Hidden Remote's floating isle.

AREA 1: BOSS

GILLIGEX ISLAND

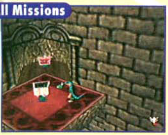


To make your little buddy's battle shorter than a three-hour tour, tail-whip the blue fireballs and bat them into the baddies, then leap the incoming flame walls to avoid going up in smoke.

Area 2 Frankensteinfeld

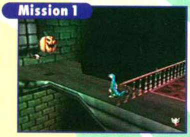
Once you've escaped from Gilligex Island, a gate in the main TV area will open, but be afraid. Be very afraid. Behind it, you'll be able to tune into Frankensteinfeld, an area crawling with almost as many creepy little monsters as you could see in a Full House rerun.

All Missions



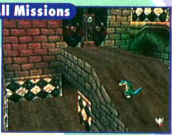
After passing through the world's first door, circle the well and enter the door shrouded in the greenish light. Turn right, hop to the TV in the corner, then tail-whip the wall to uncover a second power-up.

Mission 1



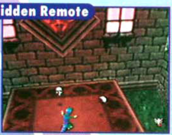
After picking up the power-ups pictured to the left, leap back to the main path and work your way up the ramps to the jack-o'-lantern. The wall behind it is an illusion. Walk through it to nab a few collectibles.

All Missions



Beneath the ramp with the grandfather clock is a secret passage concealing a 1-up. Gain entry by hopping on the platform floating beneath the ramp leading to the two axe-wielding knights.

Hidden Remote

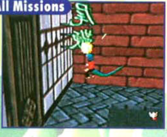


After passing through the first door in the area, enter the reddish door by the well. Hop onto the jack-o'-lantern's floating platform, then jump into the diamond-shaped portal on the wall behind it.

Area 2 Mao Tse Tongue

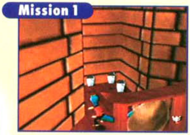
It's time to wax on and wax off, because Kung Fu Theater will give the lizard a licking with Mao Tse Tongue. As a rule, use the Jackie Chan approach to problem-solving: kick and hit everything in sight. If you do, uncovering secrets will be easier than snatching a pebble from a kung fu master.

All Missions



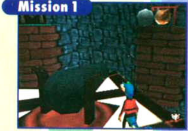
Shining in the downtown square where you begin your journey is a green neon sign. Whack it to open a secret passage in the red pillar across the street. Inside you'll find a 1-up TV.

Mission 1



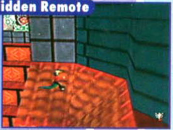
Break down all the brown doors and panels you come across—you'll probably find some goodies hidden behind them. In the room with the spinning wooden platform, leap to the gong. Bang it, then break down the door.

Mission 1



To reach the cannon, scale the gold wall, then leap to the platform. Push the cannon to aim it, then press the B Button to fire. After blasting both gongs, climb the stairs you've magically summoned.

Hidden Remote

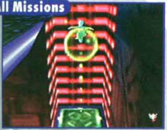


In the room with the spinning wooden platform, spring from the stairs to the section of roof near the "Good Time Message" sign. Follow the roof to the alcove, then break down the door.

Area 2 www.dotcom.com

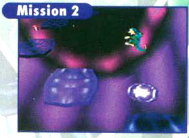
Channel surfing from network TV to Internet TV, Gex logs on to the Tron-like site of www.dotcom.com at Circuit Central. You'll have to guide your techno-gecko with precision, because one false move could be a fatal error.

All Missions



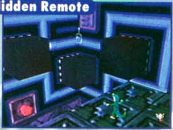
Pass through the green spheres to temporarily energize Gex. As long as he is glowing green, he'll be able to leap from the green springboards as well as charge the energy bridges that will emanate from the green floor panels.

Mission 2



Wait for the energy pulse to begin its path across the circuit of floating "stepping stones." Once a charge has begun its journey, quickly navigate the platforms before the subsequent pulse catches up with you.

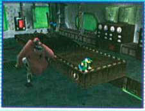
Hidden Remote



On your way to scaling the launch tower for Mission 1, take a detour two floors up from the final green energy sphere. Instead of bouncing from the green springboard, hop along the blocks jutting out of the wall.

AREA 2: BOSS

MOOSHOO PORK



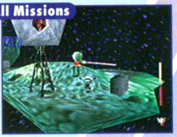
Fry Mooshoo Pork by throwing the switch on the far wall. Short-circuit the pig four times, but avoid crossing the center platform or you'll be zapped by an electric charge.

Area 3

The Umpire Strikes Out

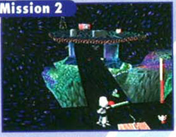
In space, no one can hear you scream. Not that you'd want to scream, since every breath will count. On the Rocket Channel, Gex will be lost in space with very little air to spare. Gasp and grasp for the red-and-gray air packets by trekking through the stars, and hope the force is with you.

All Missions



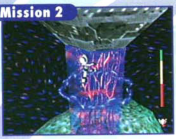
Agent Mulder, take note: when you have a close encounter with an alien, aim for its head. If you aim for its body instead, the alien will fling up its light saber, which could impale you on its way back down.

Mission 2



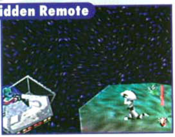
Scale the platform supporting the satellite dish to the left of the starting point. Empty space seems to separate it from the TV across the way, but a camouflaged bridge actually connects the areas.

Mission 2



You can cling to the sides of the towers to climb them, but do so quickly. A blue energy ring will surge up the tower, and if it hits you, you'll be deep-fried in deep space.

Hidden Remote



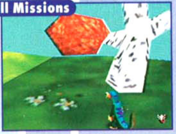
Head from the starting point to the rocket. When you reach the first air booth, jump to the nearby planetoid with the red-and-white beacon. Smash the tower, then ride the flying saucer that floats up.

Area 3

Fine Tooning

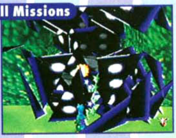
That's not all, folks. Toon TV draws Gex back into cartoon land. No Mickey Mouse of a level, Fine Tooning and its oversized obstacles will be enough to drive a gecko loony. It was bound to happen, though. A lizard can be squished into an accordion only so many times.

All Missions



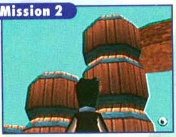
Collectible goodies may be concealed in the trees, but the items' shadows will give away their hiding spots. Stand on any dark areas on the ground, then hop to reach the item that casts the shadow.

All Missions



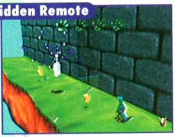
When the dominoes come marching in, quickly jump while pushing the Control Stick toward the black-and-whites. If your attack is constant, you'll get past the parade after knocking over three or so blocks.

Mission 2



To reach the items on the platform above the barrels, create stair steps. Jump up to tail-whip one of the barrels in the second row, then tail-whip two of the barrels in the top row.

Hidden Remote



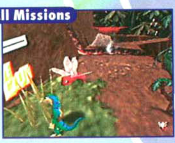
After riding the boat to the castle and docking at its doorstep, cross the drawbridge. Rather than entering the fortress, follow the ledge around the side of the castle to find the Hidden Remote.

Area 3

Pangaea 90210

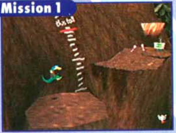
Take a Jurassic journey to the land that time forgot. The zip code may be familiar, but only dinosaurs with pea-sized brains will be roaming the land (and we don't mean those 90210 kids, though they always did seem to be too old to be attending high school).

All Missions



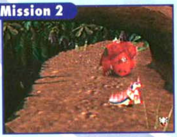
The dragonflies are particularly pesky. To swat them, first provoke them by approaching. Retreat as soon as they charge, then tail-whip them as they close in.

Mission 1



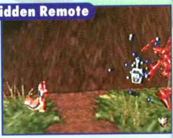
The twin platforms work in cahoots. If you stand on one, it will sink, causing the other platform to rise. Leap to the second when both platforms are on fairly even ground.

Mission 2



Fire good! Dinosaur fear fire! Using Fire Power, you'll have better luck making the dinos extinct by running fiery rings around them.

Hidden Remote

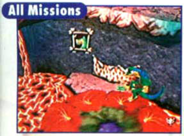


Just beyond the first large, one-horned dinosaur is a gap in the ledge. Leap over it, then follow the tumbling boulders off the cliff. Hidden on the ledge below is a Remote Control.

Area 4 THIS OLD CAVE

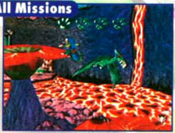
After earning 14 Red Remotes, you'll be able to open the gate behind the entrances to www.dotcom.com and Mao Tse Tongue. Once you're in Area 4, enter This Old Cave, a place which will appear to have been fixed up by Fred Flintstone rather than Bob Vila.

All Missions



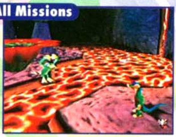
You can cling to any of the white portions of rock. Your prehistoric trip will also be easier if you use the giant flowers as trampolines. Hold the A Button while Gex is on top of one to make him jump higher.

All Missions



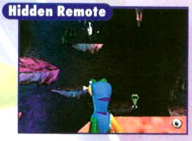
It's survival of the fittest, so you should be aggressive and attack the pterodactyls. The fliers will zoom in and out of your way, and exterminating them with a midair tail-whip is an easy way to clear the air and earn collectibles.

All Missions



Before geckos evolved into the TV-loving reptiles we've come to love, they started out as primitive cave-dwellers. Change is good, so whack the terrible lizards into extinction, then smack their tails, which will also put up a fight.

Hidden Remote

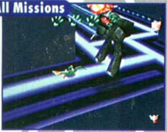


When the final platform above a steam vent floats you to the ledge, hop off, then spring from ledge to ledge along the wall of the cave. About halfway around the cave, you'll reach the ledge with the Hidden Remote.

Area 4 Honey, I Shrunk the Gecko

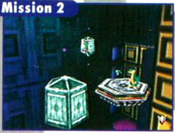
From the land of the lost, Gex heads back to the future. Circuit Central has more high-tech high jinks in store with Honey, I Shrunk the Gecko and programming that's a megabit tougher than the channel's previous offering in Area 2.

All Missions



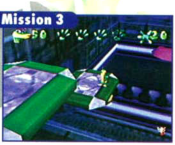
All missions branch from the room with the Checkpoint TV. A two-legged robot patrols the area and will leave behind a trail of time bombs. The explosives will count down, so make tracks when they near zero.

Mission 2



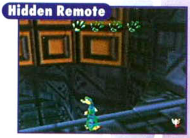
The satellite platform will orbit around the pentagon-shaped pod until you swing Gex's tail. Execute the move when your satellite is approaching the pod across the room. When the whip releases you from orbit, you'll sail to the second pod to become its satellite.

Mission 3



For Mission 3, use the green sphere to energize the green platforms. Once they're juiced up, they'll move to form stair steps that you can reach by leaping from the yellow barrel.

Hidden Remote

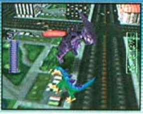


Overlooking the Checkpoint Room is a C-shaped hallway with a green sphere flanked by two robot guards. Directly above the sphere is the Hidden Remote. Energize Gex, take the left passage, then bound from the green springboard to the yellow wall tiles to the right.

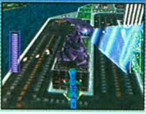
AREA 4: BOSS

GEXZILLA VS. MECHAREZ

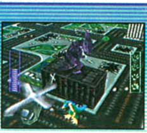
In this monster bout worthy of pay-per-view TV, Gex will go on a rampage through the city streets with the robotic goliath, Mecharez. As a Godzilla-sized gecko, Gex won't be able to use his flying kick, so assail with his tail.



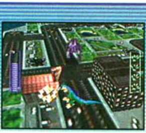
Keep your feet moving so you're never behind Mecharez. The mechanical menace's rear rockets are as hot as an episode of Melrose Place, so don't get caught behind him, or you'll be toast.



When it has the chance, Mecharez will station itself on a rooftop to unleash its shrieking, radioactive breath. Knock the robot off its soapbox by whipping the building.



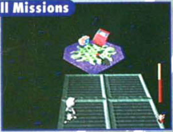
When you've drained about half of Mecharez's power, the military will intervene with tanks and choppers. Play it safe, and avoid taking unnecessary damage by staying focused on Mecharez.



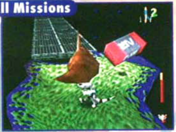
Movies have always been good for Gex. When the lizard is low on health, head for the cinema for a thumbs-up remedy. By pulverizing the movie house, you'll release a Health Boost Fly.

Area 5 Pain in the Asteroids

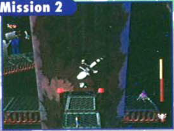
After ridding the city of Mecharez, head through the gate between Mooshoo Pork and Mao Tse Tongue. Follow the path, then board the floating platform on the right. At the end of the line, you'll reach Area 5 and find that it's more than just a Pain in the Asteroids.



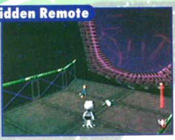
Flip the very first lever to fuse the separate panels into a bridge. While standing on the first section of bridge, tail-whip the lever again to make the bridge section float you to a planetoid with an Ice Power TV.



If you're low on air, whip the space manta rays. They'll leave behind a bubble of air that you can burst to refill your oxygen meter. The space fish will also drain your air if they latch on to you, so jump and spin to shake them off.



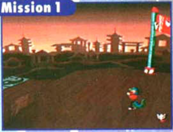
To reach your objectives for Missions 2 and 3, scale the elevator tower. Mechanical bugs will close in on you, so use your tail to whip the robotic ticks into the outer limits.



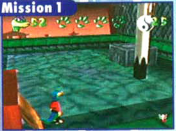
After climbing to the top of the elevator shaft, ride the floating platform to the next space station. Once you've docked, leap into the pink warp gate. On the flip side, you'll find a Remote among other goodies.

Area 5 Samurai Night Fever

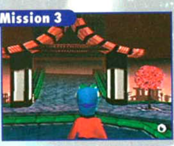
Despite the show's name, Samurai Night Fever doesn't mix disco with martial arts. Sure, everybody will be kung fu fighting, and those cats will be as fast as lightning, but aside from the fancy footwork, there won't be a pair of bell-bottoms in sight. Yet.



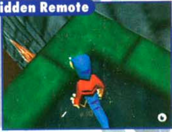
Beneath some of the wooden floors are hidden areas. Look for seams in the floor, then whip Gex's tail while standing on top of the trap door to open it.



To reach the 1-up on the gazebo's roof, bang the gong. When you sound it, the block with the handprint will briefly rise up. Scurry up on top of it, then use the tail-spring jump to bounce to the top.



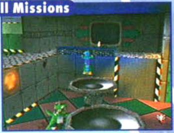
You won't be able to begin Mission 3 until you've reached the ends of Missions 1 and 2. When finishing either mission, hit the gong by the exit TV to open a gateway to the third mission.



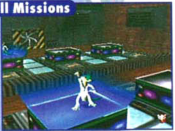
In the gazebo area, stand in the corner with the two vases. If you peer over the ledge and look down at the adjacent tower, you'll be able to see some golden panels that Gex can cling to. Make the leap of faith to the sticky surface, then follow it to the Remote.

Area 6 No Weddings and a Funeral

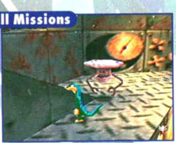
Once you've earned 26 Red Remotes, head through the gate between Mao Tse Tongue and Mooshoo Pork to hop onto the left shuttle platform. You'll fly into a lion-shaped temple, and inside you'll find Rezopolis, the TV wasteland ruled by Gex's arch rival Rez.



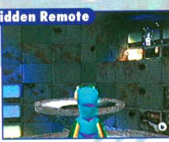
The speaker you're not standing on will orbit around you, while the speaker you're parked on will be stationary. Once you jump to the mobile speaker, it will stop, and the other will become its satellite.



The mirror room in Area 6 will plunge Gex into the last days of disco. Hop onto one of the three blocks, then look in the mirror. By jumping on the blocks with the green reflections, you'll open the exit.



Get the drop on a flat-topped foe by using the spring-jump. Hop onto the creature's head, then press the A Button right before Gex lands to pound the enemy with an extra bouncy jump.

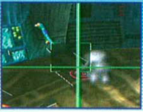


Work your way up to the stereo speaker platforms hovering in the room with the remote-like elevator platform. Guide the speakers to the far side of the room, where you'll find your prize.

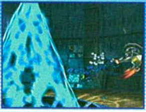
FINAL BOSS

CHANNEL Z

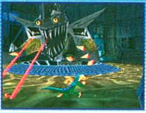
Rez wants to brainwash TV viewers with subliminal messages like "No thinking." But TV-loving Gex has other things on his mind, like "Get ready to rumble," "Make my day," and "Yabba dabba doo"…or something like that.



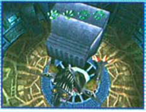
When Rez is ready to fire, the camera will change to the robot's perspective to show Gex in its sights. As soon as its targeting system appears, jump wildly around the arena to dodge Rez's missiles.



After the missile assault, Rez will charge you. If you dodge the attack, Rez will be stunned temporarily. Take advantage of the downtime by whipping the robot into the energy field in the middle of the arena.



After a few jolts, Rez will "hulk-out" to become an even larger menace than before. Stationing itself in the hole in the middle of the arena, Rez will swing its giant hands at you and shoot lasers from its eyes.

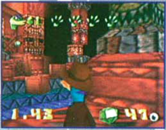


Hide behind one of the green cylinders to lure Rez's flailing arms into crushing the cans. If the mech smashes them, the overhanging TVs will fall on Rez's head. After that, it's hasta la vista, baby.

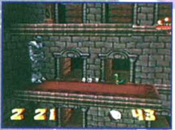
Bonus Areas

Each of the mission levels contains two Silver Remotes. One is the Hidden Remote, and the other is the Reward Remote, which you can win by gathering up enough collectibles to meet the level's item quota. By collecting Silver Remotes, you can unlock the game's Bonus Areas, where the prize will be a coveted Gold Remote. Win it by finding the collectibles within the time limit. A few recon runs should help you beat the clock.

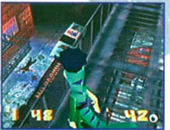
AZTEC 2 STEP



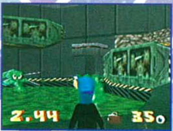
THURSDAY THE 12TH



IN DRAG NET

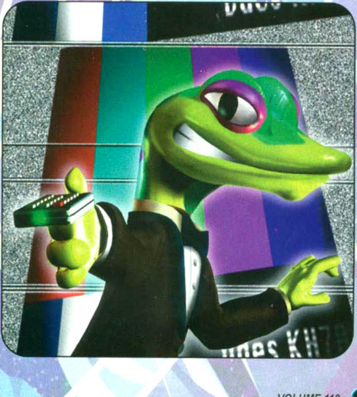


THE SPY WHO LOVED HIMSELF



Season Finale

While Enter the Gecko is available for other platforms, Gex 64 isn't a carbon copy of the other versions. The N64 version does retain almost all of the other versions' environments, but it also adds a new level, the underwater Gecques Cousteau area. With TV parodies aplenty and even more variety than its counterparts, Gex 64 should appeal to fans of pop culture and action games alike. And that broad appeal could spell "blockbuster" for Gex. Stay tuned.



CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

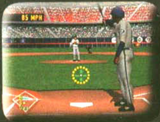
Major League Baseball Featuring Ken Griffey Jr

Swing Away!

Sports titles make up 50% of current video game sales, so it should be no surprise that half of this month's Classified Info lineup falls into that category. Leading the pack is Major League Baseball Featuring Ken Griffey Jr. Codes that are entered on the batting screen can be used in one- and two-player games, and in any mode except the Home Run Derby. When entering a code on the batting screen, you must enter it before the pitcher winds up to throw. Use the Control Pad to enter directional commands. With the Home Run code in hand, you'll break Roger Maris's record for sure!

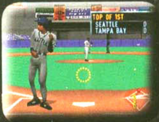
Called Home Run

When Griffey comes up to bat, press Left, Left, Right, Right, Right, Left and Left. If the code is entered correctly, Griffey will point with his bat. If you hit the very next pitch, you'll get a home run.



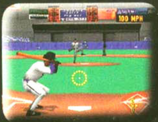
Do a Little Dance

When you're batting, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up and Up before the pitcher begins his wind-up. Your batter will start shakin' his groove thang!



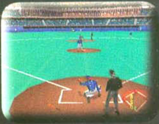
Get Down Tonight

If you're pitching, and you want your pitcher to strut his funky stuff, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up and Up. "Show 'em how to do it now!"



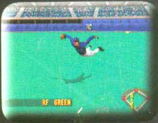
Angel in...

This code will allow one of your fielders to fly. After fielding a ball on a play, run to any base except first. Throw the ball around the bases in this order: 1, 2, 3, H, 3, 2, H, 1, 2, 3 and H.



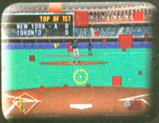
...the Outfield

On the next play, instead of picking up the ball, press A to do a running dive. Your fielder will leap into the air. Press A or B to "swim" through the air. If you let off the controls for a second, the fielder will land.



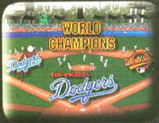
Batter Blowup

When batting, press Right, Left, Down, Right, Left, Up, Right, Left and Down to make your batter blow up. He'll reappear after the next pitch.



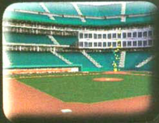
World Series Win

To see the World Series celebration and the game credits, begin a game and press left C, right C, left C, left C, right C, bottom C, top C and Z on the Stadium Select screen.



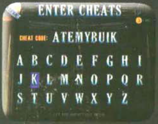
Fireworks

Before you begin a game, press Z on the Stadium Select screen to do a "fly-through" of the ball park. Look toward home plate and press Z and R simultaneously to see some fireworks.



Alien Abduction Mode

Now we know why aliens are always abducting people–they just want to play baseball! Type in ATEMYBUIK on the Enter Cheat screen, then begin an Exhibition or a Quick Play game. On the Stadium Select screen, scroll down until you find Alienopolis Park. When you start your game, the home team will have the same stats as the team you picked originally, but they'll look like aliens. Do you think we should call in Mulder and Scully on this one?



ENTER CHEATS

CHEAT CODE: ATEMYBUIK

Press Start to lock in a cheat, then press B to exit the Cheat Menu.

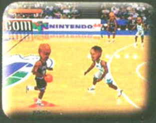
What do you know? The truth is out there...in left field!

Like Oranges On Toothpicks!

Here's one that we forgot to toss your way last month. This code will make all the players' heads–what else?–big. Pause your game and press Right, Right, Left, R, Z, Start, A, Start, A, Start and Z. Use the Control Pad for the directional commands. Now resume your game.

Instant Replay
Camera Options
Control Options
Game Options
Preferences
Team Settings
Offensive Sets
Team Statistics
Player Statistics
Quit Game

After the code is entered, press Start to resume play.



They'll cry themselves to sleep every night on their huge pillows!

Eating Bonus

Here are a few codes you can use as you eat your way around the globe. You may use either the Control Pad or the Control Stick, and codes will last for one stage only.

The first code will give you triple bonus points for each person you eat. When you start a World Tour, you'll ride an airplane to the next country. When the ride is over and the name of the next city appears, hold Up and press Jump three times if you're George, Punch three times if you're Lizzy or Kick three times if you're Ralph.

Bad Food, Good Food

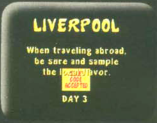
When a World Tour is over and the name of an American city appears on screen, hold Down and press Jump three times if you're George, Punch three times if you're Lizzy or Kick three times if you're Ralph. This code will change bad food to health-boosting good food during the next stage.

Level Skip

If you're about to enter Cleveland, Fargo, Oklahoma City or Reno, press Jump, Punch and Kick if you're George; press Punch, Kick and Jump if you're Lizzy; or Kick, Jump and Punch if you're Ralph. If you enter the code before the name of the city fades and the stage begins, you'll skip anywhere from seven to ten days ahead.

Bad Food Begone

If you're about to enter Casablanca, Kiev, Kodiak, London, Moab, Nashville, Rio de Janeiro or Washington D.C., press Jump if you're George, Punch if you're Lizzy or Kick if you're Ralph. If you press the correct button before the city name fades, all the bad food in the city will disappear.



LIVERPOOL

When traveling abroad, be sure and sample the local flavor.

CODE ACCEPTED

DAY 3

If a code is entered correctly, a message will appear below the city name.

Yum, yum! This one has a nice, chewy center!

MIKE PIAZZA'S

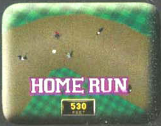
STRIKE ZONE

A Full Roster of Codes

We'll round out our baseball coverage with this lineup of codes for Mike Piazza's Strike Zone. Use the Control Pad to enter directional commands.

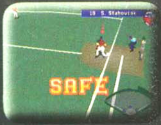
Easy Homers

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Now press L, A, Down and Right. Press Start to make the cursor reappear. Start your game. Every hit will now be a home run.



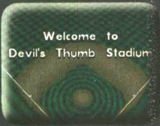
Extra Speed

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press left C, A, Down, top C and Z. Press Start to make the cursor reappear. Now all players will run very fast.



Hidden Stadium

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press Right, A, top C, L and A. Press Start. When you begin your game, you'll be in the Devil's Thumb Stadium.


Welcome to Devil's Thumb Stadium

Crazy Pitch

On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press right C, A, Z, top C, R and B. Press Start to make the cursor reappear. Now all pitches will move in wild patterns.

Crazy Ball

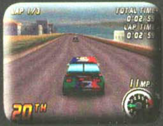
On the Today's Game screen, press L, R, L and R to make the cursor disappear. Press right C, A, Z, B, A, L and L. Press Start to make the cursor reappear. If a ball is hit, it will now bounce all over the field.

38 C. Ripken Jr.

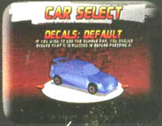
TOP GEAR RALLY

Mirror Cars

Back in Volume 109, we asked if anyone knew the quick code for the Mirror Car option, and our pal Colin Gordon from Boss Game Studios came through. Start a race and, using the Control Pad, press Right, Up, Left, bottom C, bottom C, A, Right and Z. Now exit the race and start a new one. On the Decal screen (the last option screen before a race begins), press bottom C to change your car's paint job to a mirrored finish. Thanks again, Colin!



Start any race, enter the code, then exit.

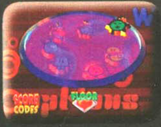


Press bottom C on the Decal screen for a new paint job.

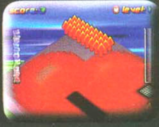
wetrix

Hidden Game Boards

To gain access to a different set of game boards, first complete all 16 Practice rounds. Once this is done, the background on the main menu will turn red. Go to the Options screen to find a new "Floor" option. Use the Control Pad or the Control Stick to scroll through the various options.



Once you complete the Practice rounds, the "Floor" option will appear.



You'll be able to choose from many different game boards.

CLASSIFIED INFORMATION

MORTAL 4 KOMBAT

Kombat Kodes

No MK game would be complete without Kombat Kodes, and we've found 27 of them so far for MK 4. In case you're a Kombat rookie, here's how they work. Kombat Kodes can be entered on the Vs. screen before any two-player match. Each number in a Kode sequence shows how many times you must press a particular button. The first three numbers in a Kode are entered by Player One and the next three by Player Two. For example, to activate the Free Weapon Kode (111-111), Player One must press Low Punch once, Block once and Low Kick once, while Player Two must press Low Punch once, Block once and Low Kick once. If there's a zero in the Kode, you don't have to push that button.

As another example, try the Disable Throws Kode (100-100). Go to the Vs. screen.

To activate the Kode, Player One and Player Two must each press Low Punch once.

Both players must enter their part of the Kode before the match begins.

Now you won't be able to throw each other. A Kode lasts for one match only.

Code	Description
111-111	Free Weapon (One weapon on the ground)
444-444	Armed and Dangerous (Weapons drawn at the start)
666-666	Silent Kombat (No music during the match)
050-050	Explosive Kombat (Foe explodes when defeated)
123-123	No Power (First hit wins the match)
555-555	Many Weapons (Many weapons in the arena)
002-002	Weapon Kombat (Can't drop your weapon)
020-020	Red Rain Mode (Rain falls in Wind World)
222-222	Random Weapons
100-100	Throws Disabled
010-010	Max Damage Disabled
120-120	Throws and Max Damage Disabled
011-011	Fight in Goro's Lair
022-022	Fight in The Well
033-033	Fight in The Elder God's Sanctuary
044-044	Fight in The Tomb
055-055	Fight in Wind World
066-066	Fight in Reptile's Lair
101-101	Fight in The Shaolin Temple
202-202	Fight in The Living Forest
303-303	Fight in The Prison
001-001	Unlimited Run
321-321	Big Heads
012-012	Noob Saibot Mode (Effect unknown)

If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

BOMBERMAN™* HERO

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Maps: Realm CG by Sonic D.D. & Kim (Shogakukan Inc.)

BOMBERMAN'S HEROIC QUEST CONTINUES THIS MONTH AS WE WHISK YOU THROUGH THE SECOND HALF OF THE GALAXY. LEARN THE TIPS AND TACTICS FOR OVERCOMING THE TRAPS AND ENEMIES IN THE LAST TWO PLANETS LEADING UP TO THE FINAL CONFRONTATION WITH THE GARADEN EMPIRE.

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07750
23

PLANET 3 KANATIA

AREA 1: LAVANA VOLCANO

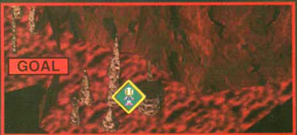
HADES CRATER → MAGMA LAKE → MAGMA DAM → CRYSTAL HOLE
MAGMA DAM → EMERALD TUBE

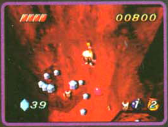
Your adventure on Kanatia begins with a sizzling start inside the Lavana Volcano. The stifling heat radiating from the planet's core will inflict more damage than the marauding enemies. Do your best to keep your cool and toss bombs at anything that jumps in your way.

HADES CRATER

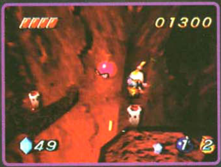
TARGET SCORE: 3,000

You'll have to master the Bomber Copter and blast the four Control Towers to open the exit door to this scalding-hot, vertical level. Remember to hold, not tap, the A Button to keep climbing higher.





Use your A Button to pace your descent as you collect the string of Blue Crystals high above the bubbling pool of lava.

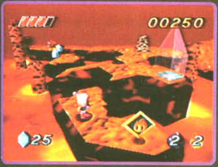


Lining yourself up directly above the Control Towers can be tricky. If you hover close to the target, you can use your shadow to position yourself over a target.

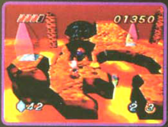
MAGMA LAKE

TARGET SCORE: 4,500

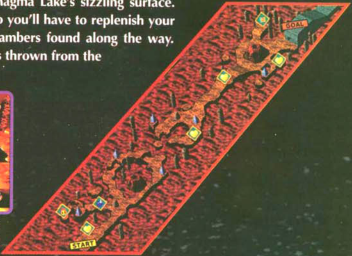
A narrow path bridges Magma Lake's sizzling surface. The heat is unbearable, so you'll have to replenish your energy at the cooling chambers found along the way. Beware of the lava bombs thrown from the cinder cones.



Carefully pick up the items you find along the bridge, but stay close to the cooling chambers and refill your energy bar.



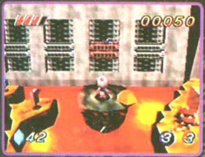
The fire-breathing turtles are no problem if you throw bomb at them when their shells are open.



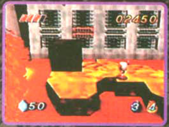
MAGMA DAM

TARGET SCORE: 5,000

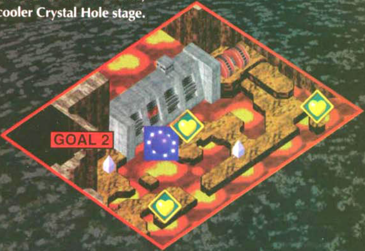
The Magma Dam keeps molten lava in Magma Lake from engulfing surrounding lands. Opening the dam's two lava floodgates won't make this hot spot easier, but it will release more treasures, including the Special Bomb, and expose a second exit that leads to the cooler Crystal Hole stage.



Jump up on the floating black rock and quickly throw a bomb at the first lava gate to earn a Gold Diamond.



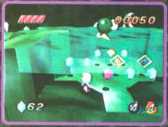
If you blast open the second lava flood gate, the surging lava wave will melt the rock block, exposing the Special Bomb inside.



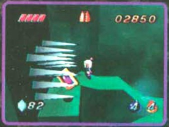
CRYSTAL HOLE

TARGET SCORE: 5,000

If you backtracked after blasting the second lava gate at the Magma Dam, you probably stumbled across the exit leading to the Crystal Hole. This level is short, but you'll have to make some tricky jumps to reach the exit.



To collect the items down at the bottom of the crystal craters, walk across the glass until you tumble into an invisible hole.

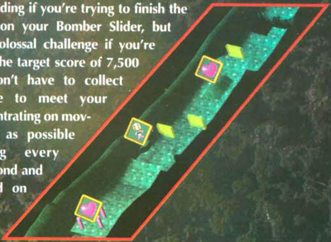


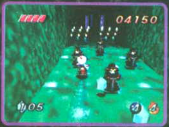
Wait for the spikes to recede into the wall before you run up the path and leap for the platforms leading to the stage exit.

EMERALD TUBE

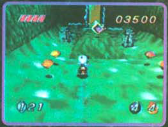
TARGET SCORE: 7,500

It's smooth sledding if you're trying to finish the Emerald Tube on your Bomber Slider, but you'll face a colossal challenge if you're trying to earn the target score of 7,500 points. You don't have to collect every treasure to meet your goal. Try concentrating on moving as slowly as possible and snagging every Rainbow Diamond and Gold Diamond on the course.



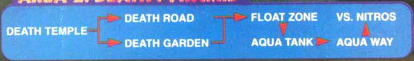


Press Down on the Control Stick to turn the Bomber Slider sideways, reducing your speed and making it easy to grab items.



Rainbow Diamonds are the gem-dandy treasures that will help you make the target score. Steer toward each one you see.

AREA 2: DEATH PYRAMID

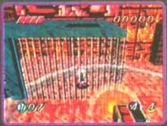


Death Pyramid is a high-tech complex inhabited by sinister robots and strange monsters. While exploring its depths, Bomberman is tripped up by Cronus, a robotic spider with a nasty bite, and tossed into a dungeon. Now it's up to you to help him find a way out.

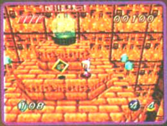
DEATH TEMPLE

TARGET SCORE: 3,000

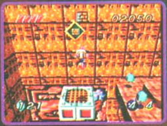
The Death Temple is actually a dungeon deep inside in the basement of the Death Pyramid. The cells are located at the lowest point in the complex, suspended above a bottomless pit. Watch out for the pharaoh-faced traps or they will head-butt you, shoving you off into the dark abyss.



Kick a bomb through the gap in the jail bars to blast the switch that opens Bomberman's cell.



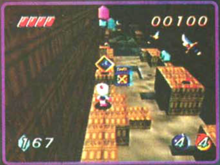
Enter the teleporter on the Temple's right side to warp across the room to the Force Field Key.



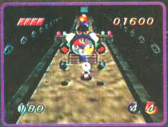
Use the Force Field Key to open up the exit leading into the dreaded Death Garden.

DEATH ROAD

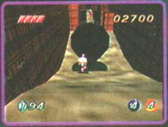
TARGET SCORE: 4,500



You'll exceed your target score if you toss bombs at the floating knives and blast all the crates along the walls.



Cleaning this ticking foe's clock isn't very difficult. Jump and toss bombs at it as you slowly retreat down the hallway.



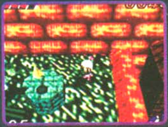
Boulders defy gravity here. Run back up the hill and leap for the ledges along the wall. There's only one rock in this stage.

The name of this stage is intimidating, but you've already encountered rougher areas earlier in the game. You'll be king of Death Road if you remember to jump and toss bombs at your enemies from a distance. To match the Target Score, you'll need to dispose of most of the foes wandering around in this narrow hall.

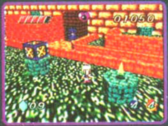
DEATH GARDEN

TARGET SCORE: 3,500

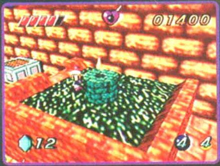
You'll have to collect four Key Crystals to open the exit leading out of Death Garden. Three of the Key Crystals are on the ground, but the fourth and final key is on a platform high above the terrace. If you keep jumping up and left along the stone platforms, you'll eventually stumble across a Special Bomb.



Pick off the flower before you grab the first Key Crystal to the left of the garden exit.



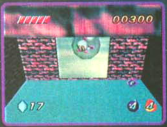
Blast the three blue boxes in the center of the terrace to uncover the second Key Crystal.



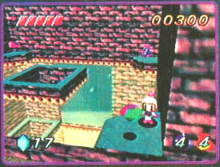
The third piece is high on the terrace wall. Go left until you find the fourth Key Crystal.

FLOAT ZONE

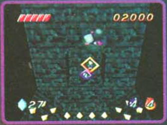
TARGET SCORE: 3,000



The effects of the Bubble icon are temporary. Quickly make your way up through the hole before the bubble pops and you drop.



Defeat the enemies on each floor, then collect the items in the corners. Blast the switches or you won't make a safe escape.



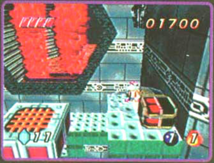
Use the Bubbles to float over the spikes inside the dark tube on the fourth floor, then collect the Special Bomb and the 1-up.

You'll have to touch a Bubbles icon to float up between floors inside the Float Zone. If you aim for the holes in the ceilings, you'll rise to the next level. Be sure to keep an eye out for the pressure-cooker enemies waiting to blast you out of the sky.

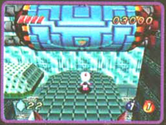
AQUA TANK

TARGET SCORE: 3,000

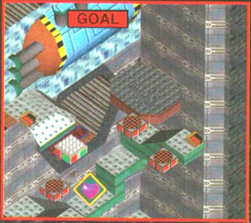
You'll have to destroy the massive blue water tank at the top of this stage to douse the flaming geysers blocking the exit. Take your time and carefully dispose of the monsters and robots before you start your climb, or you may take a tumble and end up hitting the spiked floor.



Blast the switches to activate the floating platforms leading to the top of the stage. Bomb any enemies on or above the platforms before you jump up to them.



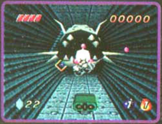
After you reach the highest platform, throw a bomb or two at the blue tank in front of you. The cascading water will open the exit.



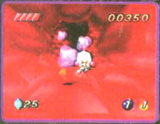
AQUA WAY

TARGET SCORE: 9,000

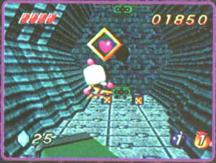
The Bomber Marine will help you navigate the Aqua Way, a hexagonal hallway lined with powerful missile launchers. A giant sea serpent lurks in this hall, and if you're not careful, it will open its mouth and swallow you before you can slip away.



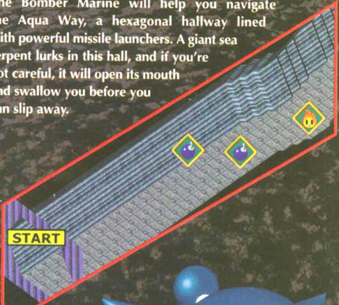
Things look grim as the serpent closes, but you'll raise your score by collecting the treasures in its belly.



Use your torpedoes to blast away the globs of serpent food blocking your way, then swim forward and collect the treasures.

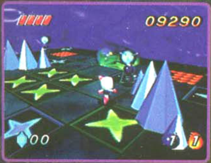


After you leave the serpent, you'll end up at the other end of Aqua Way. Swim in reverse and blast away the remaining guns before you steer towards the exit.

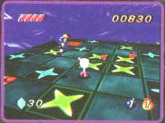


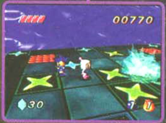
VS. NITROS

TARGET SCORE: 6,500



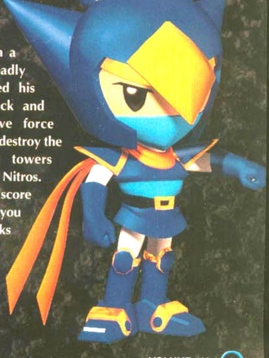
You can't hurt Nitros until you destroy the three force field towers. It's critical to demolish the towers quickly if you want a low time and a perfect score.





If Nitros hops away from your thrown bombs, try dropping bombs around him or kicking bombs into his feet.

Nitros is back with a new bag of deadly tricks. He's ditched his disk-throwing attack and added a protective force field. You'll have to destroy the three force field towers before you can hurt Nitros. Hitting the target score will be tough, but if you vary your attacks with bomb tossing, dropping and kicking, you'll finish Nitros in no time.



AREA 3: KANATIA SHRINE

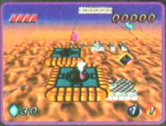
HARD COASTER → DARK MAZE → MAD COASTER → MOVE STONE → VS. BOURBAN

The Kanatia Shrine has some of the biggest and toughest stages in the game so far. Even if you slip past the whispering quicksand, slippery slugs and heavy artillery, you'll still have to crush a missile-toting, stone-toothed sphinx named Bourban.

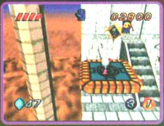
HARD COASTER

TARGET SCORE: 6,500

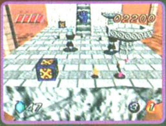
Hard Coaster is possibly the largest stage in the game. Far below the automated platforms and white columns is a desert of shifting sand. Stay out of the desert or you'll be swept away by the current and pulled into a canyon of quicksand.



To avoid falling into quicksand, wait until the platforms are side by side before you make your leap.



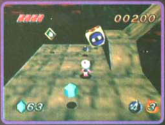
The Glove is great for destroying distant enemies. Switch to kicking if you get too close for comfort.



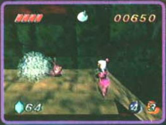
You'll need to find the four Key Crystals before you can open the blue door at the end of the stage.

DARK MAZE

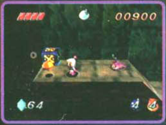
TARGET SCORE: 3,500



Blast the bouncing block and barrels before you go looking for a Salt Bomb to use on the slugs.



Even if you're off the mark, the Salt Bomb's expanding white clouds will make up for a near miss.



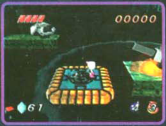
Salt Bombs won't break open boxes, but be sure to dispose of all the slugs before you switch bombs.

Slimy slugs ooze throughout the Dark Maze. Salt Bombs will eliminate these slimy pests, but the gritty explosives won't scratch any other enemy. Be sure to dispose of everything but the slugs before you pick up the Salt Bomb. You'll need to blast every enemy in the stage and find every treasure and power-up to match the target score.

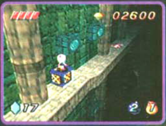
MAD COASTER

TARGET SCORE: 4,000

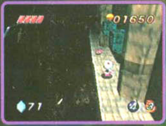
Mad Coaster won't be hard to complete, but you'll have to defeat all of the enemies and find all of the treasures and power-ups to earn a perfect score. Just like you did in the Dark Maze, be sure you destroy all the slugs before you switch back to your regular explosives.



It's easy to dodge the gun shells, but you need to blast all the artillery to match the target score.



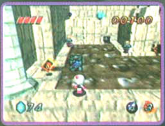
Don't blow this crate away until you've used it as a stepping stone to reach the Gold Diamond.



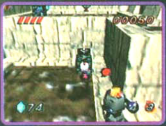
If you switch back to regular bombs too soon, you'll miss some slugs and the target score.

MOVE STONE

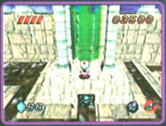
TARGET SCORE: 3,500



The lower-left stone can be placed in either of two holes. It doesn't matter which one you pick.



You'll find that this stage is easier to complete if you defeat the enemies before you move the stones.



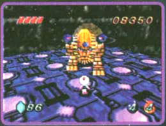
A green beam of light will appear after you place the stones. Step into the light to fight Bourban.

This sounds like a strange name for a stage, but the title tells you exactly what you need to do to reach the exit. There are four stone blocks that you'll need to push into four holes to activate a beam that will teleport you to your battle with Bourban, the stone sphinx that controls Planet Kanatia.

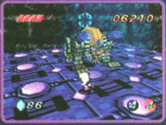
VS. BOURBAN

TARGET SCORE: 7,000

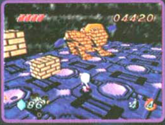
Bourban's misty breath will temporarily paralyze anything it touches. His weak spot is his tail, so run around him until you have a clear shot at it. Don't waste your time trying to blast Bourban from the front, especially when he hides behind his force field.



Bourban will always turn to face you, keeping you as far away as possible from his unprotected tail.



You can't break through Bourban's force field unless you sneak around and hit him from behind.



Keep moving when Bourban stomps his feet or you'll be pummeled by bricks falling from the ceiling.

PLANET 4 MAZONE

AREA 1: LOUIE'S JUNGLE

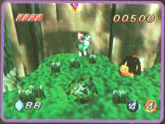
HOPPER LAND ► JUNFALLS → FREEZE LAKE
→ COOL CAVE

The lush jungles and cool, watery caves of Mazone are a welcome change from the arid wastes of Kanatia. This green planet is the home of Louis, a green, hopping hare who is always willing to help friendly visitors cross the wilderness.

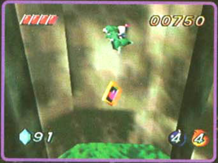
HOPPER LAND

TARGET SCORE: 5,000

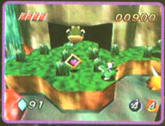
Even experienced gamers will probably be stumped trying to find the exit in Hopper Land. You'll have to master riding Louis and using the wall jump to climb up the ledges. Leap against the wall, then jump again to bounce diagonally up the narrow gaps in the cliff.



Instead of throwing bombs to level enemies, you can attack your foes by directing Louis to stomp on their heads.



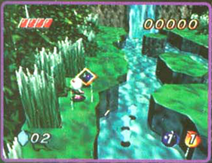
Use Louis's strong legs to wall jump up the narrow gaps in the cliff. Mastering the wall jump requires practice, but this is the only way you'll be able to reach the exit.



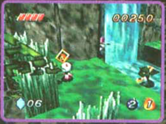
Stomp on the lizards' heads as they pop out of the shadows. Watch your timing or they'll whip you with their tongues.

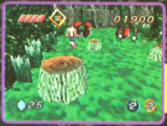
JUNFALLS

TARGET SCORE: 4,000



Exercise caution as you collect the treasures in the river. If you let the current push you too far, you'll slip off the waterfall.



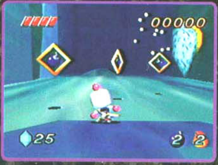


With the exception of the snapping blue fish in the river, all of the enemies in Junfalls take two bomb blasts to defeat. Wait until the enemy stops flashing before you bomb it a second time.

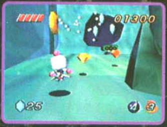
FREEZE LAKE

TARGET SCORE: 6,500

You'll easily pass the target score by 1,000 points if you concentrate on picking up all the treasures and eliminating the missile launchers and bobbing blocks of ice. You can escape the falling chunks of ice if you head toward the ceiling as you flee in reverse.



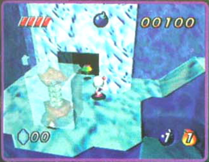
Max out your bomb inventory at the start of the level—you'll need the extra firepower to blast the bobbing blocks of ice.



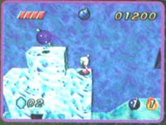
Scooping up gems on the bottom is easy, but you'll have to swim fast to grab the treasure in front of the water jets.

COOL CAVE

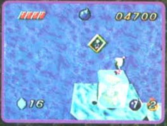
TARGET SCORE: 4,500



Freeze the ray-beam enemies when they stretch their necks to create a tall block. Jump on top of the block and climb up on the high ledges along the wall.



You'll find the Special Bomb on top of the ice blocks on the left side of Cool Cave. Freeze an enemy to climb up on the blocks.



If you freeze the enemy next to the stage exit and stand on top of the ice block, you'll be able to jump and grab an extra life.

There's nothing cool about this difficult stage. Indestructible enemies wander across slick ice floes. If you find a Freeze Bomb, you can temporarily turn your foes into frozen blocks of ice, but if you lose your grip and slip once, you'll be finished.

AREA 2: SLUSH MOUNTAINS

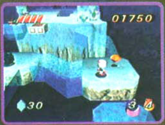
SNOWLAND ▼ STORM VALLEY ► SNOW CIRCUIT ▲ HEAVEN SKY ► EYE SNAKE

Slush Mountain is a lethal concoction of two parts ice and stone mixed with an unhealthy dose of danger. You'll have to keep an eye on your footing, especially when you're battling robots and snowmen on slick surfaces, in order to survive this stage.

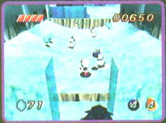
SNOWLAND

TARGET SCORE: 4,500

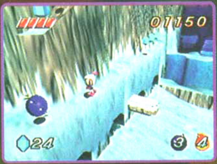
Snowland is a maze of platforms and passages winding up a narrow canyon. Avoiding the skidding snowmen in this stage can be tough, so it's a good idea to hit your enemies from a distance. If you've mastered bomb kicking, try knocking a few into the snowmen before they spot you. If you're an excellent bomb thrower, try lobbing some at your enemies, then take a few steps backward and throw more before they can start their counterattack.



The platforms in Snowland are connected by slick, icy walkways. You'll find it easier to take it slowly and throw or kick bombs from a distance.



If you blast the four snowmen in the rink, platforms will slide out of the walls, allowing you to climb up on the surrounding cliffs around Snowland.

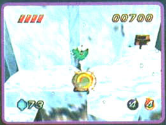


You'll spot the Special Bomb on the left ledge above the snowman's skating rink. Keep working your way up the ledges until you've found all the gems.

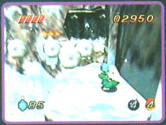
STORM VALLEY

TARGET SCORE: 3,500

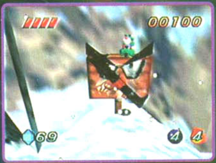
Your rabbit buddy, Louis, is back to help you hop to the top of the steep walls in Storm Valley. As you wall jump toward the mountain summit, be sure to stomp down the spinning screws throughout the stage. If you pound down all the screws in the valley, you'll create a snow bridge leading to the exit.



The spinning screws will build you a bridge to the exit, but first you'll have to find them and push them into the snow.



You must defeat every enemy and collect all the treasures to earn the target score. Look for the gems next to the exit.

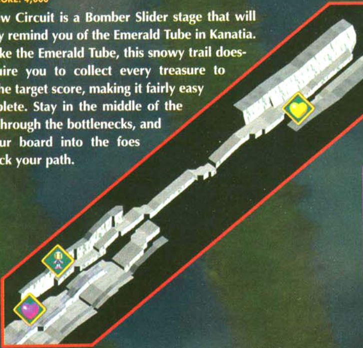


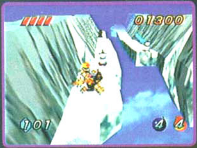
If you're careless, the fans on the wood signs will blow you off the cliff. Jump up on the signs before their fans start, and crush them with a big stomp.

SNOW CIRCUIT

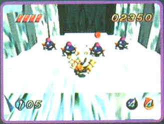
TARGET SCORE: 4,000

The Snow Circuit is a Bomber Slider stage that will probably remind you of the Emerald Tube in Kanatia. But unlike the Emerald Tube, this snowy trail doesn't require you to collect every treasure to match the target score, making it fairly easy to complete. Stay in the middle of the course through the bottlenecks, and spin your board into the foes that block your path.

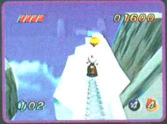




If you're not careful, the sliding snowmen will knock you off the trail and into the cold, blue skies. Don't worry about picking up every treasure on the course.



These big, blue bad guys are the last enemies before you reach the stage exit. Spin your board into them to pick up extra points as you shoot past.

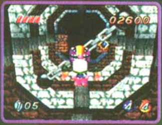


Blue Gems are dandy, but the Gold and Rainbow Diamonds are your best friends. If you have to pick a trail, steer for the one with the diamonds.

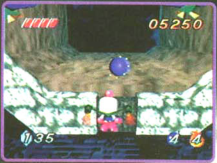
HEAVEN SKY

TARGET SCORE: 7,500

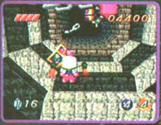
There's nothing heavenly about flying down this dangerous corridor. You'll be using the Bomber Jet, and you'll have only one chance to grab an item for points before it flies past you. You won't have to defeat all the enemies or collect every treasure to meet the target score, but you'll have a tough fight when you encounter a towering hydra blocking the exit.



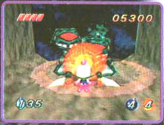
If you quickly slide between the spinning ball and chain, you won't take any damage from this invincible obstacle.



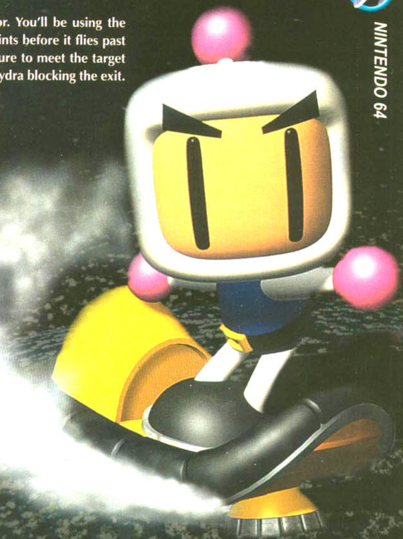
Halfway through the course you'll see a brown pillar jutting up from the floor. If you steer around it, you'll find a Special Bomb in the middle of the floor.



Load up on the plentiful power-ups throughout the corridor. You'll need to be at full strength to defeat the hydra.



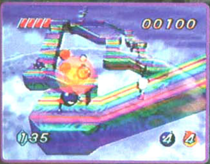
Blast away the hydra's ugly heads, then aim your bombs at the weak spot on the center of the monster's green torso.



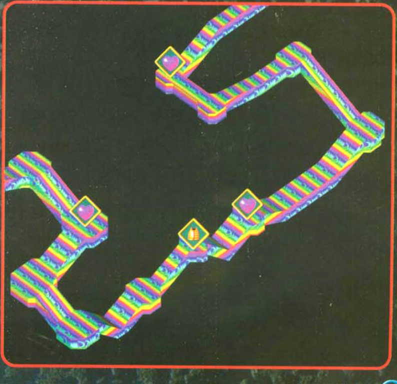
EYE SNAKE

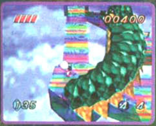
TARGET SCORE: 4,500

The Eye Snakes cruise the skies and rule a rainbow road high above the Slush Mountains. An Eye Snake has exceptionally thick skin that can't be harmed by explosives, but you'll find a weak spot on top of its head. Aim for the Red Diamond between the snake's eyesto score a hit every time.

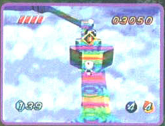


Take advantage of the high side of the elevated paths to hit your enemies long before they can reach you. If you jump and throw your bombs, you'll add range to your attack, allowing you to quickly gain the upper hand on hard-charging monsters like the floating knives and the Eye Snakes.





Eye Snakes start their spiral attacks off the screen, so you'll have to react quickly to stay clear of their fangs.

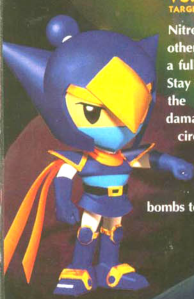


The Body Armor marks the halfway point in the stage. Wear this protective clothing while you finish off the Eye Snakes.

AREA3: MAZONE DOME

VS. NITROS ▼ AIR ROOM ► ZERO G ROOM ▲ MIRROR ROOM ► VS. NATIA ▼ BONUS STAGE

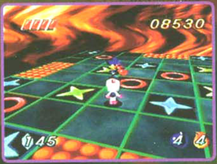
The high-tech Mazone Dome is a secret Garaden laboratory. The gold Data Disc that Princess Millian gave Bomberman will work in the computers here, although nobody really knows what the Garadens have planned. If Bomberman can locate the remaining three discs, the universe will be saved and Princess Millian will be free at last.



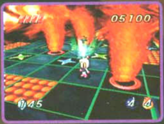
VS. NITROS

TARGET SCORE: 6,500

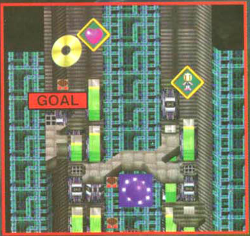
Nitros is easier to defeat here than in other areas, especially if you're carrying a full inventory of powered-up bombs. Stay out of the corners and away from the orange squares. You won't take damage running across the orange circles unless Nitros sets off his flame geysers. Throw or kick bombs into Nitros to stun him, then surround him with additional bombs to keep him reeling.



If you hit Nitros with a thrown or kicked bomb, you'll temporarily stun him. Keep him stunned by surrounding him with bombs while he's still reeling.



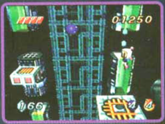
You can run across the large orange circles, but stay off them whenever Nitros summons his explosive flame geyser assault.



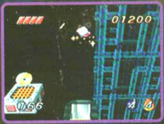
AIR ROOM

TARGET SCORE: 4,000

You must collect all the items and defeat every enemy in the Air Room to match your target score. Hop in the air vents to soar to the top of this towering, vertical chamber. You won't take any damage if you fall, unless you tumble into the pit on the right side of the room. The Data Disc is above a hovering platform in the upper left corner of the stage. Once you have the Disc, you'll have no problem opening the stage exit.



Jump from the floating platforms to the center of the room and ride the center air vent up to the Special Bomb.

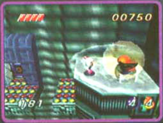


As you shoot up the air vent, hold Left on the Control Pad to land on the floating platform just below the Data Disc.

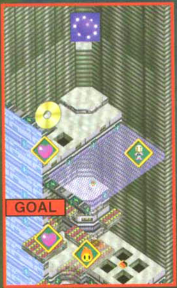
ZERO G ROOM

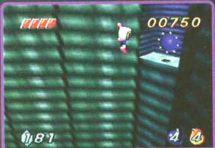
TARGET SCORE: 4,000

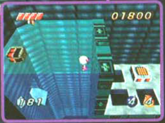
This chamber isn't entirely zero-gravity, but you won't have any problems collecting treasure once you start making super-high jumps. Gravity retains its pull until you bomb the red switch just above the exit. Once you've found the Special Bomb, continue hopping up the platforms to the Data Disc.



Blast the red switch to change the chamber's gravity. You'll be able to make super-high jumps once you hit the switch.





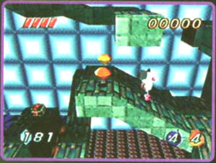


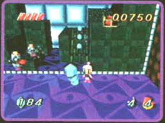
The final Special Bomb in the game is in a corner above the red switch. Hit the green and red switches at the top of the room to reach the Data Disc.

MIRROR ROOM

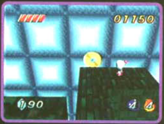
TARGET SCORE: 3,500

One glance at the Mirror Room will tell you that this is probably the coolest and toughest puzzle room in the game. You'll have to collect the items, defeat the monsters and break open the crates on both sides of the looking glass to match the target score.





You won't be able to see the invisible walls on one side of the looking glass, but you can see them clearly in the mirror.

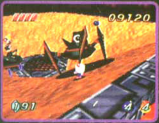


Hit the switch on the farright side of the room to walk through the mirror. You'll find the Data Disc on the other side.

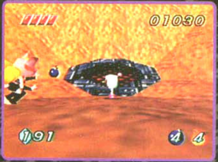
VS. NATIA

TARGET SCORE: 5,500

Natia and her spider-like robot pet, Cronus, first tripped you up and threw you into the dungeon in Death Pyramid on Planet Kanatia. Now it's your turn to get even. Concentrate on Cronus by hitting him whenever his eye is open and looking at you. Once Cronus is defeated, dodge Natia's whip attacks and bomb her until she surrenders.



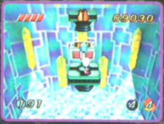
Jump and throw bombs at Cronus's eye. If you keep moving, you won't have any problem dodging his laser beam attack.



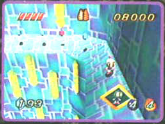
Once Cronus is down, you'll be able to give Natia your full attention. Dodge her whip and knife assaults, then quickly throw a bomb or two at her.

BONUS STAGE

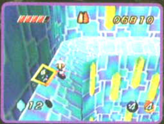
All of the Bonus Stages at the end of each world are fairly easy to solve–except for Mazone's Bonus Stage. Place a bomb underneath each rocket platform, then jump onto the platform before the bomb goes off. If your timing is perfect, you'll shoot up to another platform and the gems on the ledge.



Place a bomb beneath the rocket platform, then jump on board before the rocket explodes and shoots up to the ledge.



Once you're up on the ledge, carefully walk along the sloped passage and grab the 1-up and the Red and Blue Gems.



You'll save time if you pick up the gems above the four rocket platforms before you clean up everything on the ledge.

MORE EXPLOSIVE DETAILS ON THE WAY

Bomberman's battle isn't over yet. Next, disguised as Princess Millian, Natia will trick our helmeted hero into letting her borrow the Data Discs. With all four discs, the Garaden Empire will be able to resurrect Lord Bagular, the most despised tyrant in the galaxy, and rule the universe with an iron fist. If that's not enough, the Special Bombs you worked so hard to collect will open up a hidden world. Look for all of the details in our advanced Bomber-strategy section in next month's issue.

Defeating me is impossible.

MISSION: IMPOSSIBLE™

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When last we encountered super agent Ethan Hunt, he was struggling through the Possible difficulty level of Infogrames' thriller, Mission: Impossible. Now, in the Impossible difficulty level, some stages have new objectives or significant changes while other stages are essentially the same in both difficulty settings. Is it really impossible? That's up to you.

CODE BREAKING

Before you begin your impossible task, you might want to consider earning one or all of the special codes in the game. Codes appear once you clear certain entire missions cleanly, which means without losing a life. Once obtained, the code should be written down because the game won't save it. You can then enter the code before choosing a mission and stage. The result of all this code-breaking is that you'll have a special weapon in your inventory. The only mission that won't accept the codes is the CIA mission. After all, the CIA guards are good guys. If you earn these codes, it may help you on your quest to achieve the impossible.

- **FINISH RECOVERING NOC LIST MISSION TO EARN THE 9MM**
- **FINISH CIA ESCAPE MISSION TO EARN SILENCED GUN**
- **FINISH MOLE HUNT MISSION TO EARN UZI**
- **FINISH ICE STORM MISSION TO EARN ROCKET LAUNCHER**

ICE HIT

There's one new objective in the Lundkwist Base mission, which shouldn't be very difficult for an agent of your caliber. In the subpen stage, you'll have the same objectives as you did on the Possible difficulty setting.

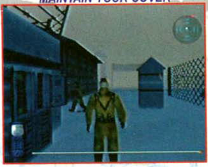
LUNDKWIST BASE

OBJECTIVES:

- **CHANGE IDENTITY**
- **FIND EXCUSE FOR ERRAND**
- **DESTROY ELECTRIC POWER PANEL**
- **GET TO SUBPEN WITH CLUTTER**

The early stages are still learning stages, even on the Impossible difficulty. The added objective is a fairly simple matter of destroying the power panel near the electrical substation. The other steps–using the Facemaker, getting the excuse and giving the excuse to the driver–remain the same.

MAINTAIN YOUR COVER



Be sure the guard isn't in the guardhouse near the electric power panel, then open the panel and select your gun. Never reveal your weapon until it's necessary.

SUBPEN

OBJECTIVES:

- **FIND MAGNETIC MINES**
- **GIVE MINE TO CLUTTER**
- **SABOTAGE THE GUNBOAT**
- **JOIN DOWEY FOR GETAWAY**

This stage remains the same on the Impossible difficulty. One objective appears only after you begin the mission. You'll have to destroy a patrol boat to ensure your team's escape.

RECOVER NOC LIST

This mission has several new objectives that will make things tough if you try to repeat the steps from the Possible difficulty level. In the Warehouse, K.G.B. HQ and Escape stages, you'll have a greater challenge than before. The other areas remain essentially the same, but enemies are harder to defeat.

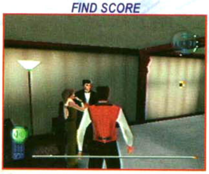
EMBASSY FUNCTION

OBJECTIVES:

- FIND FACEMAKER
- FIND SCORE
- FIND NAUSEA POWDER
- FIND DRINK
- PLACE SMOKE GENERATORS
- ELIMINATE KILLER
- ASSUME AMBASSADOR'S AIDE'S I.D.
- ACCESS RESTRICTED AREA

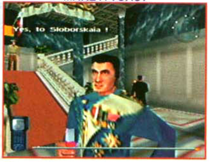
The objectives don't change in this stage, but some of them require more strategy than we offered in our previous review. The musical score for the piano player and the toast with the Ambassador's aide are critical.

FIND SCORE



The musical score is on a chair in the embassy hallway. If you talk to the man sitting there after talking to the piano player, you'll be able to take the score.

MAKE A TOAST



Yes, to Sloborskaia !

After you've received the poison from the bartender, and once the Ambassador's aide has arrived to hear the march, use the drink item to make a toast and poison the aide.

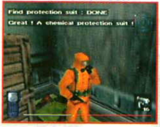
WAREHOUSE

OBJECTIVES:

- FIND PROTECTION SUIT
- SABOTAGE FIVE SPECIAL CRATES
- FIND EXIT KEY
- ACCESS KGB HQ

The Warehouse is where things become truly impossible. In addition to new objectives and a new location for the gas suit, the Warehouse has guards and crates that now take more hits. Ammo is a serious concern.

FIND PROTECTION SUIT

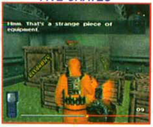


Find protection suit : DONE

Great ! A chemical protection suit !

The gas suit is now located around the corner from the final medical unit, close to the center of the complex and a satellite piece.

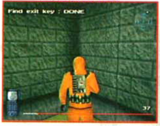
SABOTAGE FIVE CRATES



Hmm. That's a strange piece of equipment.

One of your objectives this time around is to destroy the five green crates that hold the Russian satellite parts.

FIND EXIT KEY



Find exit key : DONE

The Exit Key is still found with a guard who is lurking near the middle of the Warehouse complex, close to a satellite crate.

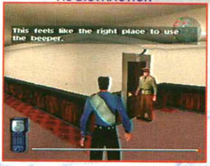
KGB HQ

OBJECTIVES:

- TALK TO BARNES
- FIND VIDEO FREEZER
- FIND FACEMAKER
- FIND DARTGUN
- SABOTAGE VIDEO LINK
- FIND EXIT PASSCARD
- GET TRANSFER ORDER
- ESCAPE WITH CANDICE

This stage is still one of the most diverse in the game. One new task involves using a beeper, which can be found in the communications room that is straight ahead as you enter the room.

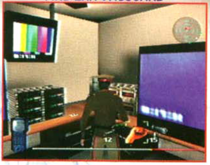
USE BEEPER AS DISTRACTION



This feels like the right place to use the beeper.

You'll have to place the beeper device around the corner from the utility closet to attract the guard. Then, quickly enter the closet and grab the Facemaker.

FIND EXIT PASSCARD



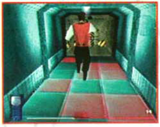
The exit passcard now sits on the far-left counter in the video security room. You'll have to disable the guards with a dart apiece. Use the card to escape with Candice.

SECURITY HALLWAY

OBJECTIVES:
- **SECURE PASSAGE FOR CANDICE**
- **ACTIVATE MASTER SWITCH**

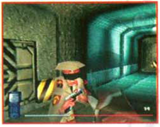
The objectives haven't changed in this stage, but meeting them in the Impossible setting is much tougher than before. The tiles don't glow red for as long, and a single shock can kill Ethan. When you approach the tiles, memorize them, then shoot the guard who appears.

DON'T GET SHOCKED



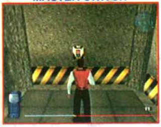
One misstep can end the game, so take care when jumping between the blue floor tiles. Try to land in the center of the tiles.

SHOOT GUARD



Each section of the security hall has its own guard. One shot from your dart pistol will stop them. Don't waste your darts.

ACTIVATE MASTER SWITCH



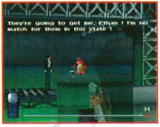
Once you're through the maze of tiles, hit the switch on the wall. Now Candice can safely follow you.

SEWAGE CONTROL

OBJECTIVES:
- **FIND SUPER COMPUTER**
- **PROTECT CANDICE**
- **GET NOC LIST**
- **ESCAPE**

Once again, the mission objectives in this stage haven't changed in the harder skill level, but the time limit has been reduced. Fighting your way back to the computer room becomes a race against the clock.

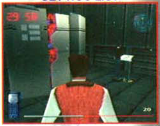
PROTECT CANDICE



They're going to get me, Ethan ! I'm no match for them in this state !

After activating the bridge, shoot the guard who accosts Candice. You have only a few seconds to take out the guard.

GET NOC LIST



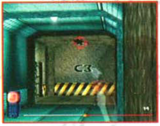
After unlocking the computer room from the security station, return to the computer room, but don't leave Candice behind.

ESCAPE

OBJECTIVES:
- **SECURE PASSAGE FOR CANDICE**
- **FIND THE MASK OF GOLYTSINE**
- **TAKE BACK THE NOC LIST**

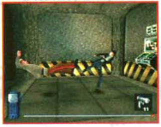
In this stage, don't wait around for Candice. Shoot the overhead guns and keep moving. Your new extra objective is to take back the NOC list from a guard. The other objectives remain the same.

SECURE PASSAGE FOR CANDICE



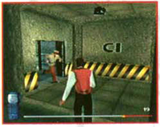
Candice won't make it unless you destroy the overhead security guns. You have to move fast and hit the guns to set them spinning.

PROTECT CANDICE



If you're too slow in taking out the guns, Candice, who is trailing behind, could be shot by a gun coming back to life.

TAKE BACK NOC LIST



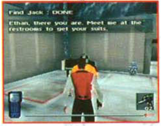
This guard has stolen the NOC list. Catch him leaving the room near hall C-21 to regain the list. If he escapes, you'll lose the stage.

FIRE ALARM

OBJECTIVES:
- **SECURE ACCESS TO THE LIFT**
- **FIND JACK**
- **DRESS AS FIREMAN**
- **GIVE CANDICE FIREMAN OUTFIT**
- **ESCAPE THE EMBASSY**

This stage remains much the same, except that the guards are even more suspicious and likely to arrest you than before. Your objectives are still to meet Jack, don the disguises and escape.

FIND JACK

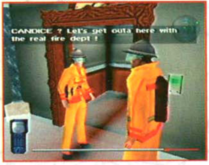


Find Jack : DONE

Ethan, there you are. Meet me at the restrooms to get your suits.

Jack is one of the firemen in the embassy's main ballroom. Contact him, then go to the bathroom to get the fireman's suit.

GIVE CANDICE FIREMAN OUTFIT



CANDICE ? Let's get outa here with the real fire dept !

Once you're disguised as a fireman, you must return to Candice at the elevator to give her the other fireman's suit so that the two of you can escape.

ESCAPE FROM THE CIA

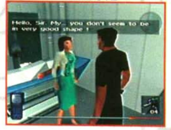
In the Possible difficulty setting, you found an antidote and jumped out the window. Those elements are objectives now. Other changes in these stages include moved items and tougher security measures to stop you.

INTERROGATION

OBJECTIVES:
- ESCAPE INTERROGATION
- PICK UP THE EQUIPMENT
- GET INTO HALLWAY
- GET OUT OF INTERROGATION SECTOR
- TAKE FREE ACCESS PRINT
- FIND SERGEANT FOR EXIT ACCESS
- REACH ELEVATOR TO INFIRMARY
- FIND ANTIDOTE
- DISTRACT ATTENTION
- FIND WAY TO ROOF

This stage was tough in the Possible mission. It's even tougher now. You have just seven minutes to find the pistol, get fingerprints and coerce the interrogator to open the lift. Watch out for extra guards.

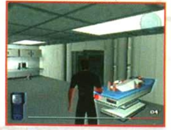
FIND ANTIDOTE



Hello, Sir. My.. you don't seem to be in very good shape !

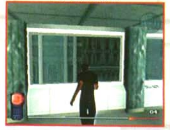
Stagger around the perimeter of the room until you reach the doctor. He'll tell you to see the nurse for the antidote.

DISTRACT ATTENTION



Push the button on the end of the patient's bed to distract everyone in the room. If you fail in this, you won't escape.

JUMP OUT OF WINDOW



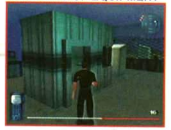
One of the windows at the end of the room is open. Leap outside onto the window-washing lift to escape.

CIA ROOFTOP

OBJECTIVES:
- SABOTAGE HELIPORT LIGHTS
- FIND BAG OF EQUIPMENT
- FIND ZONE DIGIT CARDS
- FIX LIGHTS
- PARALYZE HELICOPTER WITH EMS
- ENTER SECURITY LEVEL
- FIND SECURITY LEVEL CODE
- MEET CANDICE

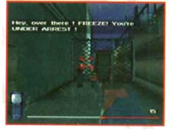
This is another killer stage with lots of objectives and dangers. The objectives remain the same in Impossible Mode, but the bag of supplies is hidden in a new location and the guards are quicker to arrest you.

FIND BAG OF EQUIPMENT



The bag Candice left is now located in the guard hut on top of the building. You'll have to put the two rooftop guards to sleep.

FIND ZONE DIGIT CARDS



Hey, over there ! FREEZE! You're UNDER ARREST !

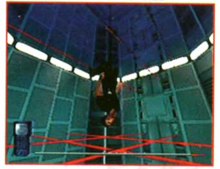
The first card is on the left side of the helipad. The second card is beyond the door on the lower level. Guards hold both cards.

TERMINAL ROOM

OBJECTIVES:
- SWITCH ON COMPUTER
- GET NOC LIST
- ESCAPE

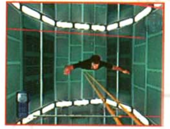
The most unusual challenge of Mission: Impossible is the daring raid on the terminal room to get the NOC list. The objectives are the same, but the Impossible difficulty level adds several new lasers to avoid.

DON'T GET BURNED



Use all your camera views to see how the lasers crisscross. Once you see a clear path, drop, twist and swing your way through. Move in short drops to avoid accidentally hitting a laser beam. You can survive a few hits.

NEW EXTRA LASERS



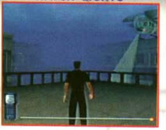
Before you reach the computer, you'll have to pass by several new yellow lasers. Swing and drop to get past the stationary laser.

ROOFTOP ESCAPE

OBJECTIVES:
- JOIN HELIPORT
- DEACTIVATE EMS
- ESCAPE WITH HELICOPTER

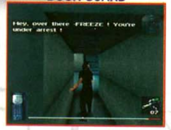
The objectives are the same in this stage, but the danger is greater. Once again, the time delay for getting arrested has been shortened. In the case of the helicopter with the searchlight, you'll be arrested almost immediately if you're seen. Stay out of the light beam.

WATCH LIGHTS



Stay out of the spotlight and get to the roof door quickly.

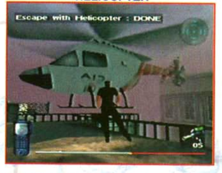
DOOR GUARD



Hey, over there FREEZE ! You're under arrest !

Watch out for this guard. Trigger the door, then step back with gun drawn. Shoot immediately!

ESCAPE WITH HELICOPTER



Escape with Helicopter : DONE

When you return to the helipad, destroy the EMS unit and meet the chopper as it takes off—just as you did in the Possible Mode.

MOLE HUNT

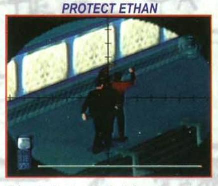
The train stages have the same objectives in both the Impossible and Possible difficulty levels, but the chase on the roof is much harder in particular. The other stages were hard enough already, and that hasn't changed.

WATERLOO STATION

OBJECTIVES:
- PROTECT ETHAN
- TAKE THE TRAIN

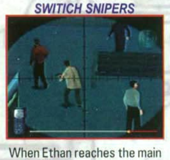
This unique sniper stage remains the same. The trick is to keep Ethan in sight at all times. To do that, you'll have to switch between the two snipers using the B Button. If you Just keep Ethan alive, you'll pass the stage.

PROTECT ETHAN



Ethan is the target of all the gunmen in the train station. If you see someone pull a gun out, shoot immediately, but be sure to avoid shooting civilians.

SWITCH SNIPERS



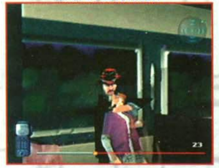
When Ethan reaches the main part of the terminal, switch from the first sniper position to the second position.

TRAIN CAR

OBJECTIVES:
- NEUTRALIZE MAX'S HENCHMAN
- MEET CANDICE
- FIND SWITCH TO BLOCK EXITS
- KNOCK OUT MAX'S BODYGUARDS
- STOP MAX & SEIZE NOC LIST
- DEFUSE MAX'S BACK-UP PLAN

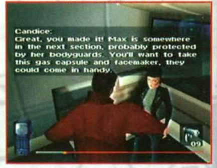
This is the most intense shooting stage of the entire game. What is it about spies and trains? Use the sidestep technique to pop out from cover, take a shot, then go back into hiding. Watch your ammo closely.

NEUTRALIZE MAX'S HENCHMEN



Your ammo is severely limited, and Max's henchmen shoot first and ask questions later. Don't hit civilians!

MEET CANDICE



Candice:
Great, you made it! Max is somewhere in the next section, probably protected by her bodyguards. You'll want to take this gas capsule and facemaker, they could come in handy.

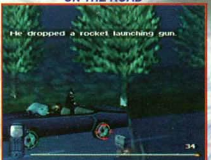
You'll need Candice's help to carry out the final objectives on the train. Disguised as a porter, you can recover the NOC list.

TRAIN ROOF

OBJECTIVES:
- CATCH PHELPS

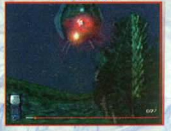
The running battle on the roof of the train is still a dangerous stage, made even more dangerous by the addition of more enemy cars on the highway and more helicopters in the air. Ammo and weapons may be in short supply.

MORE THUGS ON THE ROAD



He dropped a rocket launching gun.

MORE CHOPPERS IN THE AIR



More cars and choppers appear alongside the train, carrying enemies who start shooting at Ethan. Take them out at once, then go after Phelps.

ICE STORM

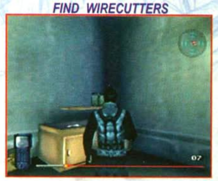
This mission includes two of the most complex stages of the game, and in the Impossible mode, they're even more difficult since you'll have more objectives and more items to find.

SUBPEN

OBJECTIVES:
- GET A.F. SCRAMBLER
- GET MINE
- TAKE CLUTTER THE A.F.S. & MINE
- GET GAS INJECTOR
- GET R.C. DETONATOR
- GET EXPLOSIVES
- SABOTAGE PUMP HOUSE
- REGROUP ON COMM. BUILDING

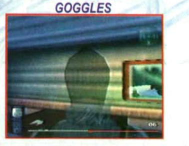
Your main task is to find scattered equipment then put it to use while avoiding or shooting guards. You have limited time to complete some tasks or your team will be arrested.

FIND WIRECUTTERS



Look in the pumphouse to find a replacement pair of wirecutters, then meet Dowey behind the pumphouse and behind the crates.

NIGHT VISION GOGGLES



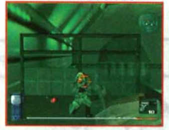
The goggles are inside the guard house. Use the gas injector at the door to gas the guards inside.

TUNNEL

OBJECTIVES:
- FIND EXPLOSIVES
- SABOTAGE ANCHOR BOLTS

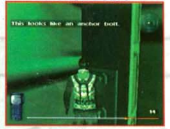
The tunnel stage is pretty much the same in both modes. You must find the explosives and set them to blow the bolts. Jumping on top of the trucks requires precision. Also, be prepared to meet a lot of guards. Don't waste ammo.

FIND EXPLOSIVES



The explosives are on the first platform, but a guard is also there in the Impossible Mode.

SABOTAGE ANCHOR BOLTS



This looks like an anchor bolt.

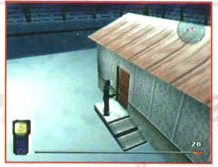
You can blow up each anchor bolt with an explosive. There are eight bolts in all.

MAINLAND

OBJECTIVES:
- FIND ELECTRONIC DIAGRAM
- FIND EXPLOSIVES & PLASTIC
- SABOTAGE POWER PLANT
- CUT OFF CAMERA POWER
- TAKE ON ACCOUNTANT'S ID
- GET BRIEFCASE FROM BUNKER
- SABOTAGE BRIEFCASE
- TAKE BRIEFCASE TO DEAL
- BLOW AWAY HELICOPTER
- ELIMINATE THE SELLER
- ESCAPE ON GUNBOAT WITH CLUTTER

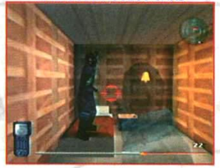
The most complex stage of all comes almost at the end of the game. There are two new objectives in the Impossible Mode. You'll have to find an electronic diagram and take out the arms merchant.

FIND ELECTRONIC DIAGRAM



Go through the cut fence and find the two huts inside the low wall. The hut on the right has two sleeping guards. The electronic diagram is on the wall inside.

FIND CODE ACCESS CARD



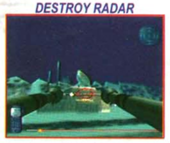
Go into the second hut—the one on the left—shoot the sleeping guard, and take the code access card from the nightstand beside the bed.

GUNBOAT

OBJECTIVES:
- ESCAPE ENEMY BASE
- DESTROY GAS FACTORY
- DESTROY RADAR
- DESTROY MAIN DEFENSE STRUCTURES

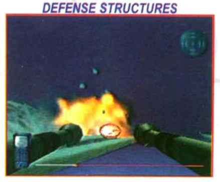
The final stage is a shoot-fest from the canal. The two new objectives are to destroy both the radar facility and the main defense structures. Basically, you just have to blow away everything to succeed.

DESTROY RADAR

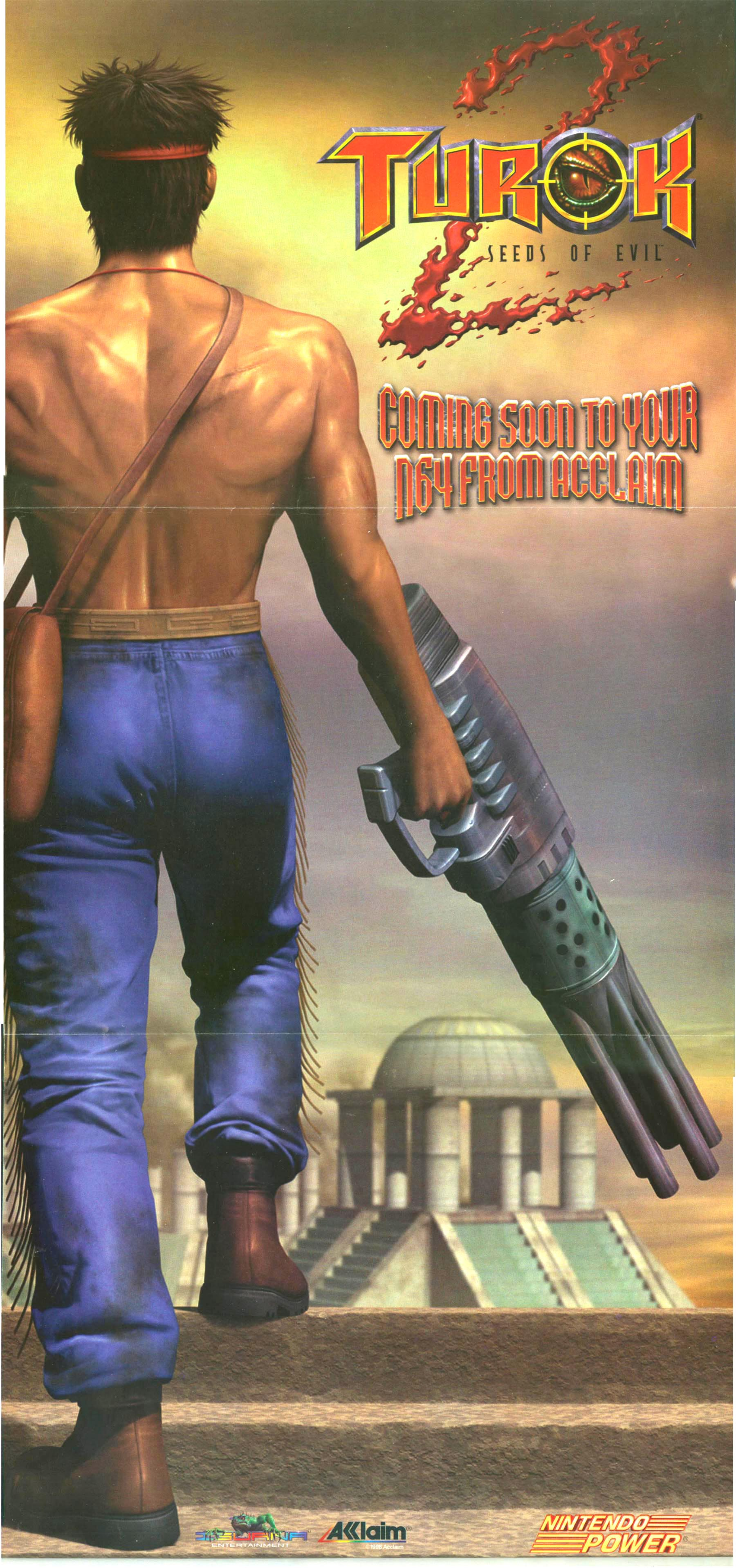


Look on the left side of the canal for the building with a rotating-dish antennae on top. It's an early target.

DESTROY MAIN DEFENSE STRUCTURES



Defense structures include buildings, towers and missiles. If something is shooting at you, destroy it. Destroy 80% of all targets to win.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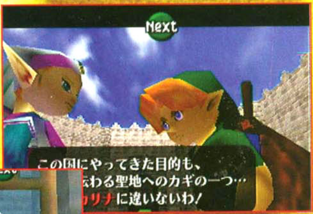
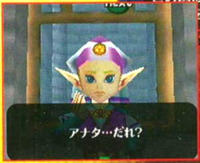
A GEM IN THE WORKS

How does a game become a gem? In the case of Zelda, it's an intense process of shaping, polishing, cutting and crafting by the best team in the world. This month's exclusive peek into the Zelda workshop reveals magic at every glance.

Now that the countdown to November 23rd–the release date for The Legend of Zelda: Ocarina of Time–has begun, it seems that gamers can't get enough news about Zelda. To fan the flames of frenzy further, we're bringing you the latest information and screen shots from inside Mr. Miyamoto's development team in Kyoto. Of course, the details are subject to change up to the last moment. So, get set for the latest breaking news on the biggest game of the decade.



この国にやってきた目的も、
わる聖地へのカギの一つ…
リナに違いないわ！



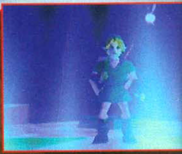
アナタ…だれ？

WISDOM PREVAILS

In this first set of screen shots, young Link meets with Zelda for the first time, even though Zelda, who has extra senses, has forseen that they would meet. At this time, the princess has also felt the growing evil of Ganondorf, and she knows that something must be done to stop his quest for power. During this cinema cut-scene, Zelda will explain to Link how the wise Sages built the Temple of Time to protect the powerful Triforce from evil. It is also at this time that Zelda reveals what keys are necessary to open the door to the temple. In this fateful meeting, Link and Zelda decide that they must work together in order to save Hyrule.

YOUNG AND OLD LINK

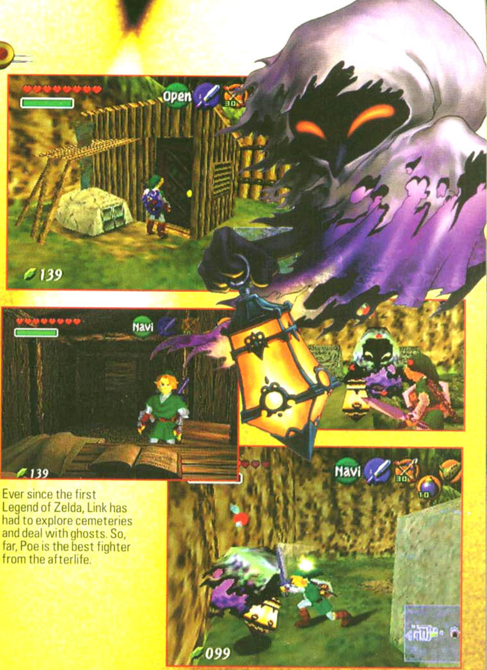
A lot of people have been asking about the time travel aspect of Ocarina of Time. Actually, the Ocarina isn't the agent of time travel at all. Rather, it is the Master Sword that alters Link's time line. As a young boy, Link collects the Kokiri's Jade, Goron's Ruby and Zora's Sapphire, then the Ocarina of Time. Each gem represents one dungeon quest for Link. After opening the temple, something terrible happens (we're not about to give the entire plot away) and Link finds himself in a changed world seven years later. Now he must restore the three gems in the temple. He finds major mayhem in the land. For instance, Death Mountain, where Link first fights the Dodongo in a dungeon, is now an erupting volcano ruled by a dragon. In all, Link must visit six more dungeons, sometimes traveling back and forth in time to accomplish his tasks.



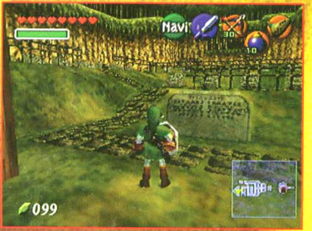
After seven years of suspended animation, Link is taller, leaner an spoiling for a fight. When he leaves the Temple of Time, he'll discover that the world has changed, and not for the better.

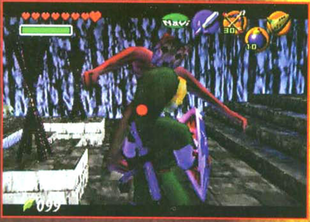
HAUNTED HYRULE

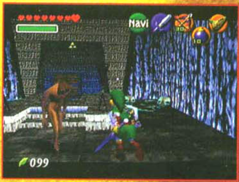
Veterans of previous Zelda conquests won't be surprised to find a graveyard in the N64 version of Hyrule. Link discovers that this cemetery is haunted by Poe, a ghost who remains close to the hut where he once lived. Another enemy has the ghoulish name of ReDead. This foe takes the form of a mud doll that can paralyze its victims with a look from its evil eyes. If all this weren't frightening enough, Link must weather the spells of twin witches. It's all in a day's battle in the magical realm of Hyrule.



Ever since the first Legend of Zelda, Link has had to explore cemeteries and deal with ghosts. So, far, Poe is the best fighter from the afterlife.

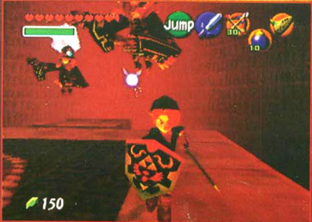


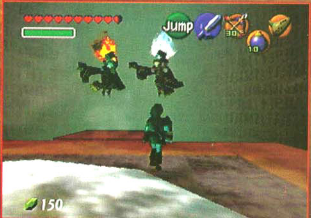




The mud doll stalks after Link, hoping to subdue the lad with its horrible gaze. Fortunately, Link's ability to move in any direction allows him to keep out of sight of ReDead's evil orbs.

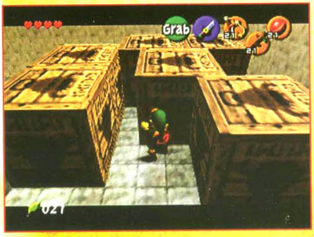
These ancient witches cast spells of fire ad ice respectively, and they can combine their powers for a truly awesome attack.



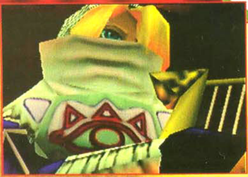


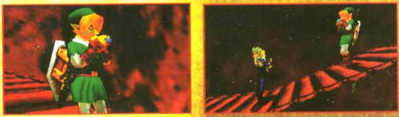
PUZZLING PICS

Puzzles have always been a major part of any Zelda adventure, and Ocarina of Time has many forms of puzzles. The hedge mazes inside the castle are patrolled by guards. Link must sneak past them if he is to reach Zelda's courtyard. Another sort of puzzle requires the ability to manipulate blocks, switches and other objects. Link may look like a scrawny elf, but in reality he has the strength of ten scrawny elves. That strength comes in handy when he has to push and pull giant blocks shown at right. Some mysteries involve characters that Link encounters during the adventure. The masked character is known only as Sheik. When Link meets Sheik, he learns a new tune.



Link must keep out of sight of the guards. Each section of the maze has a different secret.

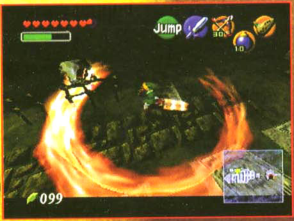


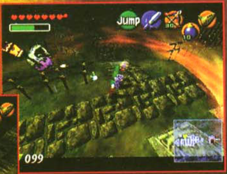


The Sheik and Link make beautiful music on their harp and ocarina.

MASTERFUL MOVES

Like King Arthur and the magical sword Excalibur, Link also has a fantastic sword that he must pull from a stone. Since the Master Sword is one of the main items in the game, it's only fitting that Link should become a master swordsman. Link's sword fighting moves include the powerful Swing Cut and Beam Attack revealed here. Notice the Magic Meter beneath the Heart Life Meter in the upper left portion of the screen. The power of the swing depends on how long you hold back the Control Stick. Once Link uses either the sweeping Swing Cut or shot-like Beam Attack, the Magic Meter will lose energy depending on the strength of the swing.

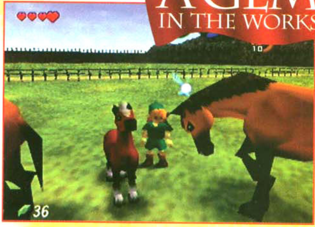




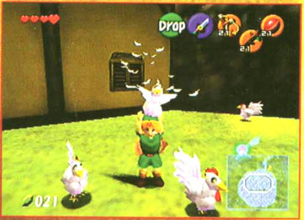
The Beam Attack sends a shockwave of energy blasting out of the tip of the sword so Link can hit enemies at a distance.

GALLOPING GALLERY

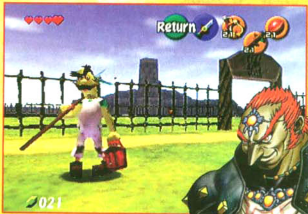
Young Link first meets young Epona at Lon Lon Ranch in Hyrule. Talon is the owner of the ranch where he lives with his daughter, Malon, and his helper, Ingo. Although Link meets Epona, they won't team up until later in the game. Some of the other fowl inhabitants of Hyrule also leave a lasting impression on Link. Seven years later, even this peaceful setting will fall under the shadow of Ganondorf. We could tell you more, but then we'd have to...sorry, you know the routine.



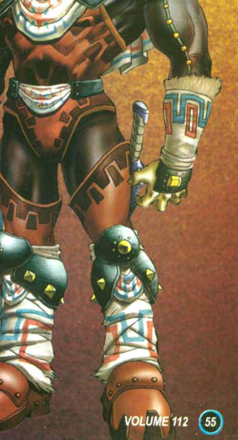
Link meets his future steed in the meadow when both of them are still young. Epona will grow up to be a strong and valiant mount several years down the road when Link returns to Hyrule.



Like the fowl in A Link to the Past, these chickens have a lot of pluck.

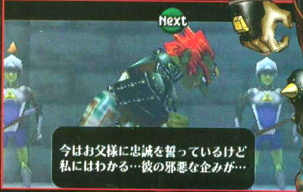


Talon and Malon befriend Link at once, but the surly Ingo seems to have something else on his mind.



MORE LINKS TO COME

We leave you with this cut scene image of Ganondorf pledging loyalty to the King of Hyrule while scheming to overthrow him. Even though Zelda knows the mind of this king of thieves from the desert tribes of the Gurudo, she can't stop him without help from Link, her servant Impa, and the wise sages who themselves are concealed among the people of Hyrule.



今はお父様に忠誠を誓っているけど
私にはわかる…彼の邪悪な企みが…

What will it take to defeat Ganondorf? First, it will take a final push by the development team. EAD reports that all the final pieces of the game are now being put together, which will be followed by a period of tweaking–placing items, adding final graphic touches, adjusting enemy behavior and so on.

By the time you read this, the game should be in that last stage before bug-testing. That's when Nintendo Power really gets busy, as well, creating the upcoming magazine articles and the Official Player's Guide that you'll need to restore the balance in Hyrule. We will travel to Japan to bring you an exclusive full preview next month.

Cruis'n WORLD™

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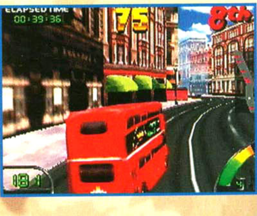
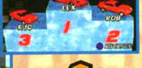
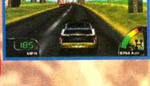
READY...SET...GO! HIT HIGHWAYS AND BYWAYS AROUND THE GLOBE THIS MONTH WITH OUR TURBO-CHARGED RACE THROUGH CRUIS'N WORLD.

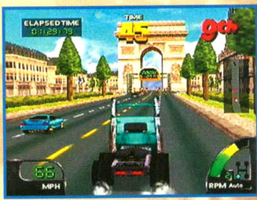
ROAD RULES

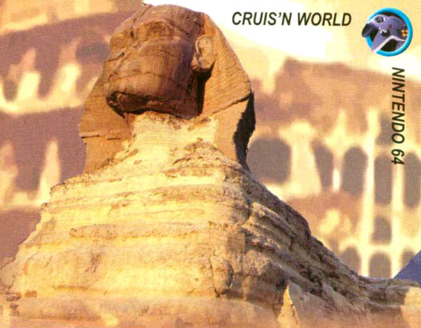
In 1996 Midway released it's arcade racing hit, Cruis'n USA, on the N64. The coast-to-coast speedfest across the nation's roadways was an instant crowd pleaser among racing enthusiasts. This year Midway is back with a racing sequel of global proportions. Cruis'n World is a Rumble-Pak-compatible title that mixes in all the best elements of its predecessor and adds a high-octane mixture of two wild play modes, pinpoint play control, miles of hidden tracks, and a packed parking lot of hidden cars from all around the world.


ELAPSED TIME
00:39:36
75
8th
18


CONGRATULATIONS
YOU HAVE COMPLETED THE EXPERT CHAMPIONSHIP!
LEX
KJC
ROB
1
3
2
ADVANCE


ELAPSED TIME
61
10th
185
MPH
RPM Auto


ELAPSED TIME
01:29:19
TIME
45
9th
66
MPH
RPM Auto



THREE WAYS TO CRUISE

In Cruis'n USA, you had two ways to play–you could cruise the roadways across the USA or you could pick and practice on individual race courses. Cruis'n World includes all the elements of Cruis'n USA, plus a really cool Championship racing mode.

ELAPSED TIME
00:43:16
175
MPH

CRUISE THE WORLD

Cruise the World Mode is a lot like N64 Cruis'n USA, except the tracks are rich in international flavor. The 15 courses are jammed with historical landmarks, native animals and other indigenous road hazards, but the most important thing to know is which side of the road to drive on.

LAP
1/1
LAP
TIMES

CHAMPIONSHIP

Like Cruise the World Mode, Championship races take place on tracks throughout the world, but these courses are shorter and often tougher. You'll have to complete several laps and develop a winning strategy to dominate this challenging circuit. Look for more tips for this mode on the next four pages.

LAP
2/3
LAP
TIMES
X2

PRACTICE

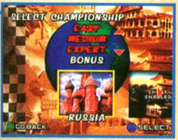
Cruis'n World's Practice Mode isn't just for improving your skills on the Cruise the World and Championship courses. Most of the courses have target times, and if you beat them, you'll earn the right to drive one of the hidden vehicles. The locations of the hidden cars are shown on the next six pages.

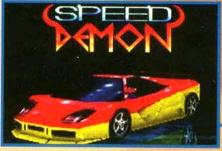
A WORLD OF SECRETS

Racing fans and even Sunday drivers will love the secrets hidden in Cruis'n World. Win points in Championship Mode to upgrade your car, then use your souped-up wheels to unlock hidden tracks and more vehicles in Practice Mode.

HIDDEN TRACKS

You'll start Championship Mode with eleven tracks, but if you race to a top-three finish in all three circuits on both the Beginner and Pro difficulty settings, a flying saucer over Stonehenge will swoop down and whisk you off to the Bonus Circuit. Earn another top-three finish on the Bonus courses and you'll experience racing that's out of this world–you'll bounce between craters and over rocks on a wild ride across the surface of the moon.





HIDDEN CARS

In addition to the 12 cars available to you at the start of the game, there are a dozen more waiting to be found and taken for a spin. To find more cars, you'll have to beat the target times in Practice Mode on the Championship Courses. While three of the tracks are ranked as Easy, don't assume that it's a cinch to unlock the hidden vehicles here. For example, the target times for Germany's and Egypt's tracks are set so low that you'll need to work your cars up to Power Level 5 or earn the Speed Demon, the fastest car in the game, to earn these cool rides.

STYLE POINTS

If you place in the top three in Championship races or pull off wickedly cool stunts while jumping ramps or other vehicles, you'll earn points to upgrade your ride. Check the chart below to see how to do tricks and how many trick points you'll earn if you do them right.

TRICK	MOVE	PTS
TURBO	DOUBLE TAP A BUTTON	0
TWO WHEELS	DOUBLE TAP A WHILE TURNING	0
BRAKING DRIFT	PRESS A & B WHILE TURNING	0
JUMP FLIP	TURBO OVER RAMP OR OPPONENT	1
SUPER HELI	DO A BRAKING DRIFT OVER RAMP	1
MEGA FLIP	GO OVER RAMP ON TWO WHEELS	2

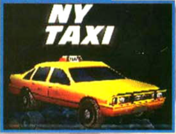
POINTS	UPGRADE AWARDED
8	POWER LEVEL 2: MAX SPEED 160
20	CUSTOMIZE PAINT JOB
100	POWER LEVEL 3: MAX SPEED 178
150	CUSTOMIZE TWO-TONE PAINT
500	POWER LEVEL 4: MAX SPEED 189
1,500	POWER LEVEL 5: MAX SPEED 208
9,999	SPEED DEMON: FASTEST CAR

PRACTICE COURSE	POWER LEVEL	TARGET TIME	VEHICLE EARNED
HAWAII	P1	3.47:00	MONSTA
ENGLAND	P1	1.46:00	BULLDOG
CHINA	P3	1.14:00	ENFORCER
JAPAN	P3	2.48:00	ROCKET
AUSTRALIA	P4	1.49:00	THE SURGEON
KENYA	P4	2.06:00	CONDUCTOR
MEXICO	P4	1.46:00	HOWLER
NEW YORK	P4	2.11:00	GRASS HOPPER
GERMANY	P5	2.27:00	NY TAXI
EGYPT	P5	1.07:00	SKOOL BUS
FRANCE	P5	2.15:00	TOMMY
RUSSIA	P5	1.58:00	EXEC

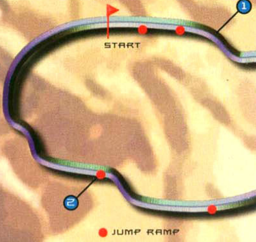
GERMANY

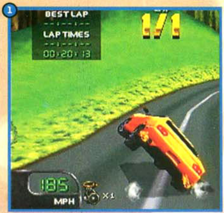
Germany is the first course you'll race in Championship Mode and probably the easiest track in the game. Numerous jumps are pop up along this high-speed autobahn, so beginners can perfect their mid-air flips and rolls until they're doing stunts off every bump. Use the trick points you earn to upgrade your vehicle.

HIDDEN VEHICLE

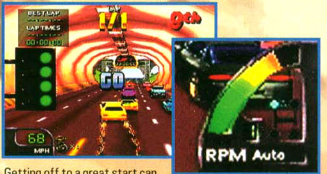


TOP SPEED: 144 MPH/231 KPH
SKID PAD: 1.01 G
AERO COEFF: 0.25
0-60 MPH: 2.88 SEC.
POWER: 472HP V12 DOHC 48V

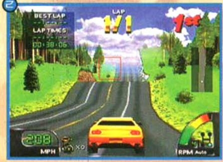

START
1
2
● JUMP RAMP


1
BEST LAP
LAP TIMES
00:20:13
1/1
185
MPH
x1

For an easy Mega Flip bonus, jump this hillside on the first sharp turn after the second ramp. Double tap A to Turbo, then nudge the Control Stick left to do a Two-Wheel turn up the embankment.


BEST LAP
LAP TIMES
00:00:00
1/1
9th
GO
68
MPH
RPM Auto

Getting off to a great start can make the difference between first and second place or a new record time. To earn a free Nitro at the start, keep your RPM gauge revved in the orange until you hear the starter shout "Go!"

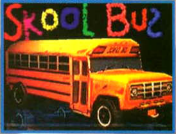

2
BEST LAP
LAP TIMES
00:38:06
1/1
1st
208
MPH
RPM Auto

Just before the last ramp before the finish line, steer left so your vehicle leaps toward the grassy knoll outlined in red. If you hit the small hill just right, you'll earn an additional Jump Flip bonus.

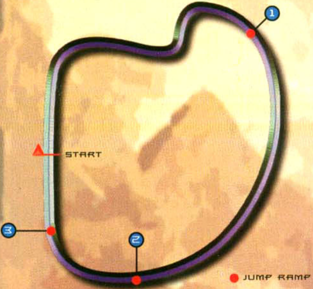
EGYPT

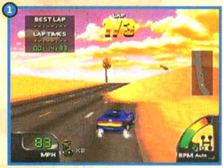
While Egypt's course is rated Easy, the track's deceptively sharp turns, soft shoulders and soaring sand dunes will sneak up on even the most experienced cruisers, spinning racers off into the desert or wrapping their cars around palm trees. The best strategy here is to stay on the pavement as much as possible.

HIDDEN VEHICLE

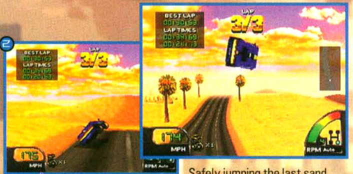


TOP SPEED: 145 MPH/231 KPH
SKID PAD: 0.79 G
AERO COEFF: 0.36
0-60 MPH: 2.35 SEC.
POWER: 338HP DIESEL BR3

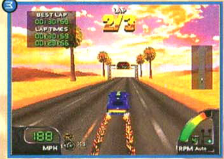

START
1
2
3
● JUMP RAMP


1
BEST LAP
LAP TIMES
1/3
83
MPH
RPM Auto

The Braking Drift is the only technique to use around Egypt's sharp turns to avoid losing control of your car. If you Brake Drift through the s-curves and off the side of the dune, you'll launch into a Super Heli trick.


2
BEST LAP
LAP TIMES
3/3
175
174
MPH
RPM Auto

Safely jumping the last sand dune on the Egypt Course is one of the toughest moves in the game. If you blast off the right side of the dune, you'll land in the center of the road, easily dodging the palm trees on the left shoulder.


3
BEST LAP
LAP TIMES
2/3
188
MPH
RPM Auto

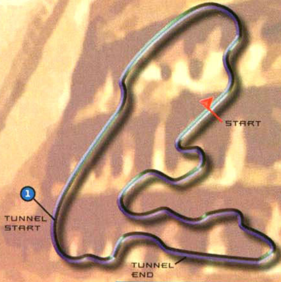
Most of the track in Egypt is curved, so it's tough to find spots where you can use your Nitro. Try burning rubber on the stretch between the final sand dune and the finish line.

HAWAII

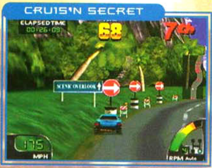
You won't find a buckle in the pavement on the Hawaii course, which leaves you hard-pressed for finding ways to catch air. If you're in the middle of the pack, use your Turbo to Jump Flip over cars, but don't try these tricks in a tunnel or on a curve. Save your Nitro for the straightaway as you exit the final tunnel.

HIDDEN VEHICLE

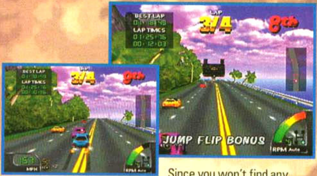
TOP SPEED: 147 MPH/236 KPH
SKID PAD: 1.05 G
AERO COEFF: 0.36
0-60 MPH: 3.43 SEC.
POWER: 535HP BRAND 1800 BRH


START
1
TUNNEL START
TUNNEL END

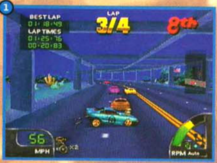
CRUIS'N SECRET


ELAPSED TIME
68
7th
SCENIC OVERLOOK
175
MPH

It takes a sharp eye to spot the shortcuts in Cruise the World Mode. You'll see a sign pointing to a Scenic Overlook right after the first checkpoint. Follow the dirt road up the hill and off a cliff above the track.


BEST LAP
LAP TIMES
3/4
8th
9th
JUMP FLIP BONUS

Since you won't find any bumps to jump on the Hawaii track, you'll have to make your own. Of all the rival racing cars, the Scarab and Zombie cars are the easiest to hurdle. Drive closely behind the cars, then tap the A Button twice to blast over them for an easy Jump Flip bonus.


1
BEST LAP
LAP TIMES
3/4
8th
56
MPH

Narrow stretches like Hawaii's tunnels are perfect places for your rival racers to bump you off. While driving through tight spots, keep some space between you and other drivers.

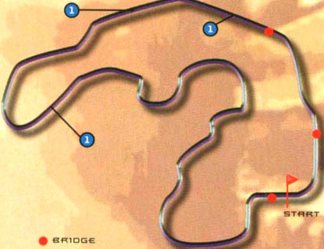
NEW YORK

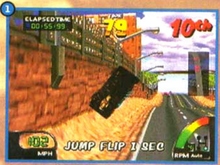
You won't find a wide shoulder along the twisted and narrow streets of New York. One wrong turn will send you careening off the graffiti-covered walls. Several overpasses cross the course, and you'll have to keep a steady hand on the Control Stick to blast between the gaps in the forest of concrete support posts.

HIDDEN VEHICLE

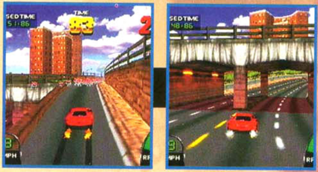
Grass Hopper

TOP SPEED: 144 MPH/231 KPH
SKID PAD: 1.95 G
AERO COEFF: 0.74
0-60 MPH: 2.83 SEC.
POWER: DUAL AXLE C20L

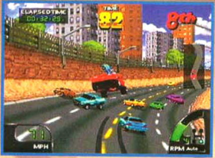

1
1
1
START
● BRIDGE


1
ELAPSED TIME
79
10th
102
MPH
JUMP FLIP 1 SEC

The sloped curbs on the New York course are great for pulling tricks like Jump Flips, but you'll lose time and speed bouncing and spinning off the walls. Resort to this strategy when you don't care about finishing last.



Steer for the off ramps if you're playing Cruis'n Mode. Not only is it easier to avoid the support posts under the bridges, but you'll catch air for pulling off some stunts and getting ahead of your opponents.


ELAPSED TIME
82
8th
MPH

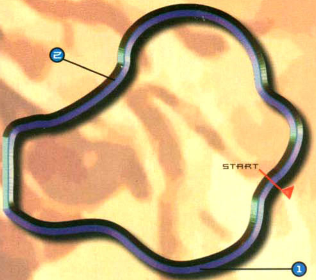
Multiple-car pileups will often make or break your chances of winning a race. Double tap the A Button to Turbo over the first couple of vehicles, then swerve around any remaining wreckage to get back on track.

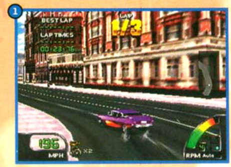
ENGLAND

England's track is rated Intermediate, but aside from some narrow stretches and a few twists through the city, this course plays a lot like a flat version of the German circuit. The trickiest spots are in the countryside near the start/finish line, where your rivals can easily bump you into hedges or stone markers.

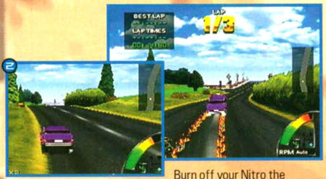
HIDDEN VEHICLE

TOP SPEED: 142 MPH/228 KPH
SKID PAD: 1.05 G
AERO COEFF: 0.52
0-60 MPH: 3.08 SEC.
POWER: V6 RACK





As you earn and drive faster cars, you'll find it tougher to stay on the road through England's final turns. One way to keep off the sidewalks is to use the Braking Drift by pressing and holding the A Button and tapping the B Button as you enter a turn.

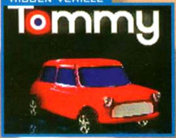


Burn off your Nitro the moment you spot the first stone bridge leading into the city. If you have a car with a low Skid Pad rating, you'll have no problem carrying the extra momentum halfway through London.

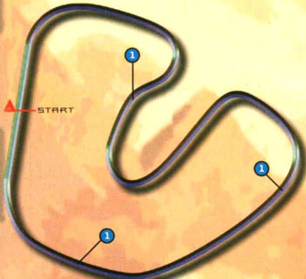
FRANCE

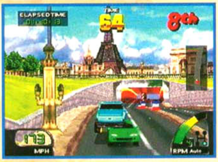
All you need is a car with a high top speed to consistently finish first on France's Intermediate track. The gentle curves around this flat course are built for opening up the engine, and even if your car doesn't turn well, you won't have to let off the accelerator–unless you space out and bounce into a Poplar tree.

HIDDEN VEHICLE

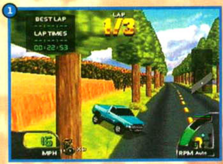


TOP SPEED: 142 MPH/228 KPH
SKID PAD: 1.03 G
AERO COEFF: 0.35
0-60 MPH: 2.83 SEC.
POWER: 380HP SMR TURBO ET





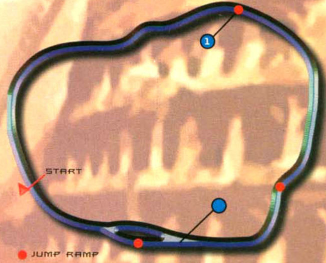
If you have to pass, use your radar to check the road ahead and dodge through traffic.



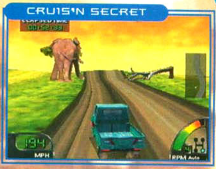
High-speed cars will eat up the straight, long stretches throughout the French countryside, but watch out for your rivals or they'll bump you off along the narrow, tree-lined sections.

KENYA

Kenya's two-lane, dirt track seems deceptively wide, but the bumps and jumps throughout the course will conspire to throw you off the road. There are two ways to race in Kenya: you can shoot for first place by keeping your tires on the ground, or you can slow down and go for trick points by bouncing off every bump.

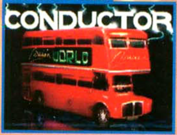

1
START
● JUMP RAMP

CRUIS'N SECRET

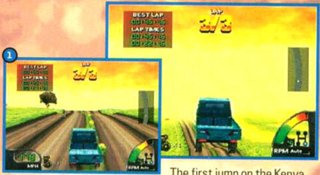

194
MPH
RPM Auto

Watch the road—there are endangered species ahead. You can't bump into any of the animals near the road in Cruis'n World. These critters are here to distract you so you won't notice other racers sneaking up behind you.

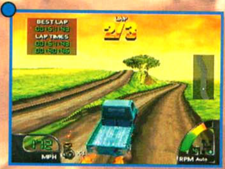
HIDDEN VEHICLE



TOP SPEED:	**147 MPH/236 KPH**
SKID PAD:	**1.12 G**
AERO COEFF:	**0.88**
0-60 MPH:	**3.25 SEC.**
POWER:	**V12 SINGLE SET XOL**


1
BEST LAP
LAP TIMES
3/3
MPH
RPM Auto

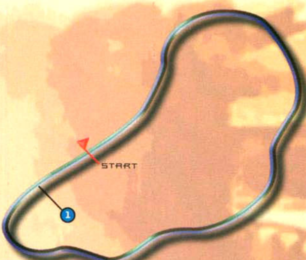
The first jump on the Kenya track is behind a dip in the road, so you probably won't spot it unless you're ready for it. If you're trying to land on the track, take your jump off the left side of the ramp.

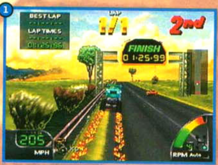

BEST LAP
LAP TIMES
2/3
112
MPH
RPM Auto

Beware of the fork in the road. You may earn trick points off the jump on the left, but you'll lose a lot of speed through the air and probably fall a place or two behind.

ITALY

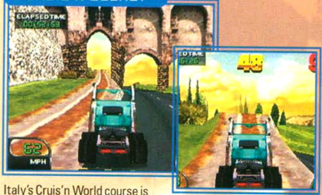
Italy's smooth track and gradual turns make it a perfect course for high-speed racers. Most of the narrow sections on the course are in the straight stretches, and as long as you're not mixing it up with your fellow racers, you won't have any problems staying on the road or standing tall on the winner's podium.




1
BEST LAP
LAP TIMES
1/1
2nd
FINISH
0 1:25:99
205
MPH
RPM Auto

Beware of the catch up curse. If you're not careful, some racers will try to pass you just before the finish line on the Italian course. Use a Nitro to blow them away.

CRUIS'N SECRET


ELAPSED TIME
62
MPH
48

Italy's Cruis'n World course is relatively flat, but after the third checkpoint you can catch air off a jump beneath an ancient aqueduct. Veer left onto the dirt road and keep a steady hand as you squeeze between the rock walls.

HIDDEN VEHICLE

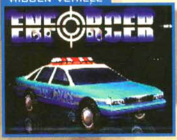
NO CHEAT AVAILABLE
ITALY

No hidden car? That's right—no matter how fast you roam down Roman roads, you won't find a hidden car here.

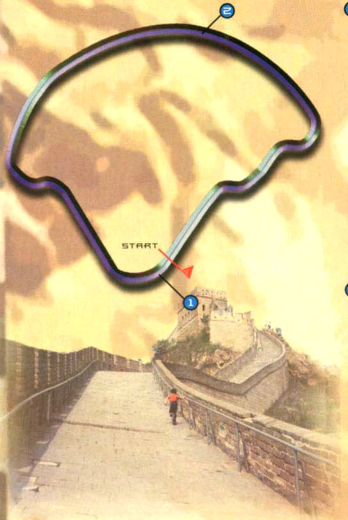
CHINA

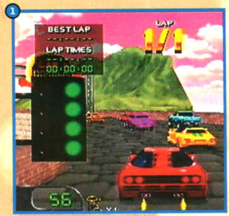
Most of China's course is situated on the narrow walkway along the top of the Great Wall. Your first priority should be to put space between you and your rival racers. Expect at least one or two big crashes along the wall each lap. If you leave room to react, you'll be able to weave around the wreckage.

HIDDEN VEHICLE

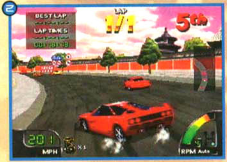


TOP SPEED: 144 MPH/231 KPH
SKID PAD: 1.09 G
AERO COEFF: 0.35
0-60 MPH: 2.55 SEC.
POWER: V8 TWIN CAM VX1




① BEST LAP
LAP TIMES
00:00:00
LAP 1/1
56

If you try the free Nitro trick off the start, you'll probably plow into the wall and create a destruction derby. Consider your car's turning radius before you burn your tires.

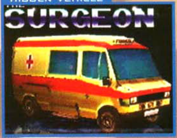

② BEST LAP
LAP TIMES
LAP 1/1
5th
201
MPH
RPM Auto

Don't expect to remain on the road if you're blasting through the city at 200 MPH. Cut your speed with a Braking Drift or Two Wheel trick or you'll prune the sidewalk shrubbery.

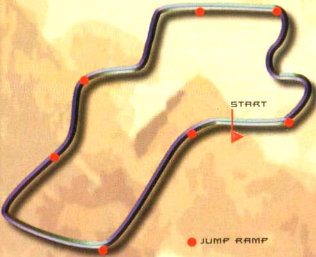
AUSTRALIA

Australia's course is probably the toughest in the game. Large mounds of red dirt and bumps prevent you from seeing and preparing for the sharp turns ahead of you. If you use your radar to anticipate the turns in the course, you'll have the best–but still slim–chance of beating the target time in Practice Mode.

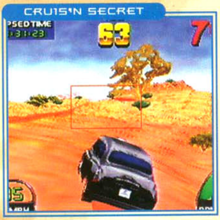
HIDDEN VEHICLE


THE SURGEON

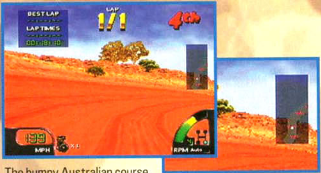
TOP SPEED: 147 MPH/236 KPH
SKID PAD: 0.95 G
AERO COEFF: 0.56
0-60 MPH: 2.56 SEC.
POWER: INJECTOR 318 AXIS


START
● JUMP RAMP

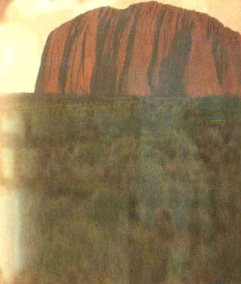
CRUIS'N SECRET


PSED TIME
63
7

If you watch closely after the third set of hopping kangaroos, you'll spot a dirt road on the left. The road leads to a ramp where you'll have enough room to earn an automatic Mega Flip.


BEST LAP
LAP TIMES
LAP 1/1
4th
139
MPH
RPM Auto

The bumpy Australian course has more twists than a red-bellied black snake. If you use the first-person perspective and rely on your road radar, you'll have a wider view and a better idea of what's in store on the track ahead.

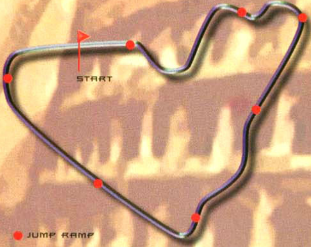


MEXICO

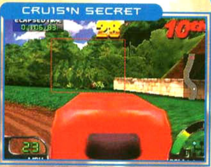
Mexico's track has fewer bumps than Australia's course, but it still has plenty of twists and turns. Use your Nitro to blast through the straight corridors inside the Incan ruins, then cut your speed before you slide into the tight turns through the jungle. You'll lead the pack if you drive around the bumps, not over them.

HIDDEN VEHICLE

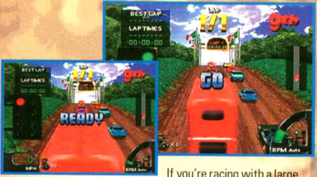
TOP SPEED: ***144 MPH/231 KPH***
SKID PAD: ***1.01 G***
AERO COEFF: ***0.42***
0-60 MPH: ***3.08 SEC.***
POWER: ***400HP VEE III DIESEL***



CRUIS'N SECRET



Twice along the Cruis'n World track you'll see a step pyramid along the right side of the road. If you drive through the broken section of wall, you'll catch air over a stone ramp.

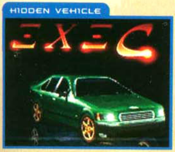


If you're racing with a large vehicle, like the Conductor double-decker bus or the Grass Hopper delivery truck, you'll find it easier to see the road if you adjust your view before the race. Press the right C Button to zoom out.

RUSSIA

The rough Russian course is one of the first courses you'll uncover in Championship Mode's bonus level. If any of the other racers hit a bump in the pavement, they'll spin out of control. Speed past them, avoid holes in the road, and use your Nitro on the smooth streets paved with red bricks.

HIDDEN VEHICLE



TOP SPEED: ***145 MPH/233 KPH***
SKIDPAD: ***1.03 G***
AERO COEFF: ***0.32***
0-60 MPH: ***2.65 SEC.***
POWER: ***V8 TURBO INJECTION***

JAPAN

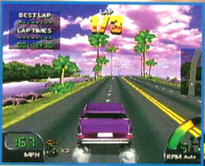
The scenic track around Japan resembles an advanced version of the German course you raced back at the start of Championship Mode. While this bonus course has plenty of banked turns, you'll have to rely on the Braking Drift or Two Wheel tricks to straighten out the tight spots just before the finish line.

HIDDEN VEHICLE

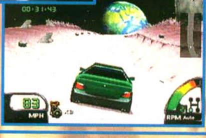
TOP SPEED: ***145 MPH/233 KPH***
SKIDPAD: ***0.98 G***
AERO COEFF: ***0.47***
0-60 MPH: ***2.88 SEC.***
POWER: ***VEE II TURBO***

HIT THE ROAD

If you're a player who measures the value of a game by how long you can keep playing it and finding new surprises, you will get your money's worth with Cruis'n World. The 15 courses in Championship Mode play very differently from the 15 tracks in Cruis'n World Mode, so you'll feel like you're cruising on 30 unique tracks and playing two types of games all in one Pak. Add in the varied performance of all the normal and hidden cars, and you'll quickly realize that this is a racing title that you'll return to play over and over again.

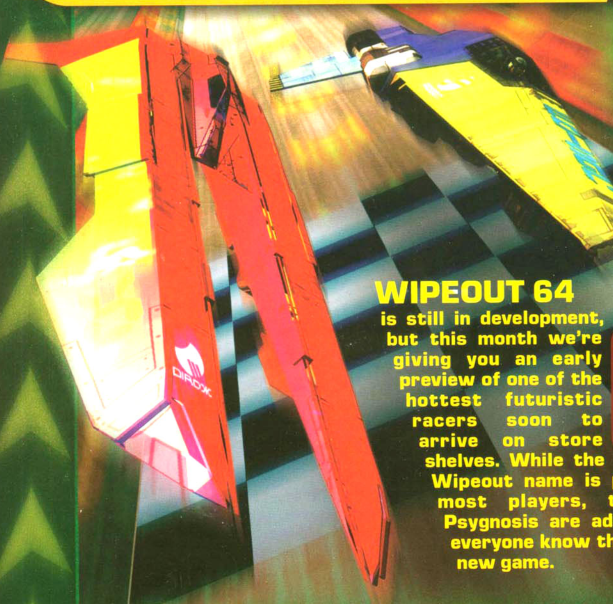


You'll hit the highways of the very fast and incredibly flat Florida track after you finish Expert levels and place in the top three in Beginner and Pro levels.



Racing on the moon is cool, but you won't find any long, low-G jumps. Conspiracy theorists should probably note that this course looks suspiciously like the Australia track.

WIPEOUT 64™



©1998 Psygnosis Limit

WIPEOUT 64 is still in development, but this month we're giving you an early preview of one of the hottest futuristic racers soon to arrive on store shelves. While the Wipeout name is probably familiar to most players, the developers at Psygnosis are adamant about letting everyone know that this is an entirely new game.

CHECK 0:57.8
POS 15
LAP RECORD 0:49.0
THRUST
LAP TIMES 1 0:06.4
ENERGY

A Racer with a Past

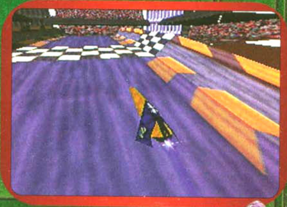
In 1994, Wipeout debuted on the Sony PlayStation and was quickly heralded as the best in 32-bit software. The game was later followed by Wipeout XL in 1996. The object of both of these futuristic combat racing games is to drive fast and seek out weapons to use against opponents, sort of like a twisted Mario Kart without the cute graphics. The advanced ship weapons systems, dark environments and gratuitous advertising give the games a feel of something between formula-one racing and Blade Runner. This year, the developers at Psygnosis will introduce Wipeout 64, a high-speed thriller that uses the best graphics and game elements from past titles, plus pinpoint play control, new ship designs and innovative play modes.

CHECK 0:31.5
LAP RECORD 0:26.0
LAP TIMES
ENERGY

CHECK 0:04.4
POS 9
LAP RECORD 0:42.0
DANGER
THRUST
LAP TIMES 1 0:48.6 2 0:34.8
ENERGY

Anti-Grav Rides

There are four racing classes, or difficulty levels, in the game: Vector, Venom, Rapier and Phantom. Vector is the easiest class, ideal for beginners or players figuring out how to race an advanced ship. Venom is for intermediate racers who are still perfecting their techniques for switching between racing and operating their weapons control systems. The Rapier and Phantom classes are for experts only.



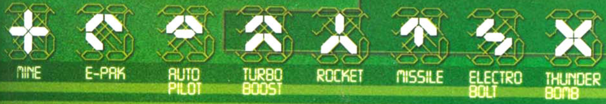
How fast can you go and still stay alive? Wipeout 64 features four racing classes to challenge racers of all skill levels.

Hostile Takeovers

In less than a hundred years, five international corporations will dominate the fast lane on Wipeout's race circuit. Ship designs often reflect the sponsor's corporate vision. For example, Feisar is a balanced European consortium that builds stable, driver-friendly, anti-grav platforms, while the aggressive American Auricom team sacrifices control for speed. Wipeout 64 ships even feature secret corporate weapons.

Lock and Load

If you can't beat 'em, blast 'em. Depending on where you steer, you'll find a special Weapon Grid that will randomly activate mines, rockets, missiles, electro bolts, plasma bolts or thunderbombs carried in your ship's arsenal. Wipeout 64 introduces an exclusive elimination mode never before seen in other Wipeout games. To move on to the next stage, you'll have eliminate a designated number of your rivals.

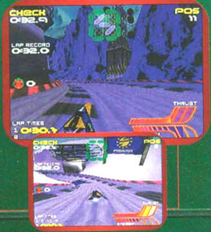


Roads to Ruin

Wipeout 64 features completely different tracks from its predecessors, but the programmers at Psygnosis saw to it that the new tracks feature the previous titles' best elements. This means you can expect narrow straightaways and long jumps punctuated by wild, free-falling drops that leave you feeling like you're on a roller coaster instead of a race course.

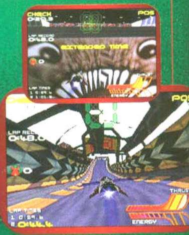
KLIES BRIDGE

The Klies Bridge track winds around an arctic outpost. Much of the race standings and results are beamed back to the masses via remote cameras and satellite feeds. The wide, gentle turns throughout the course make this track ideal for beginners or veterans looking to break world speed records.


CHECK 0:32.9
POS 11
LAP RECORD 0:32.0
THRUST
LAP TIMES 1 0:30.7

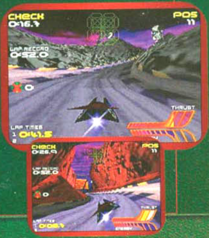
QORON IV

Qoron IV was built for spectators. This winding course features ten-story bleachers that tower over the tight turns, huge drop-offs and many narrow straightaways where anti-grav racers can smash into one another. New drivers can use the long stretches to sharpen their targeting skills.


CHECK
POS
EXTENDED TIME
LAP TIMES
ENERGY

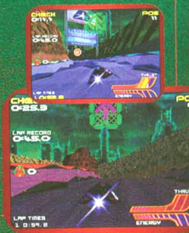
SOKANA

The numerous banked turns around Sokana make this a racer's race course, but the enormous jump at the crest of a mountain ridge is strictly for daredevils. Expert racers won't have a problem navigating the twisted canyon, but most players will probably lose shield energy bouncing off the walls.


CHECK 0:16.7
POS 11
LAP RECORD 0:52.0
THRUST
LAP TIMES 1 0:41.5

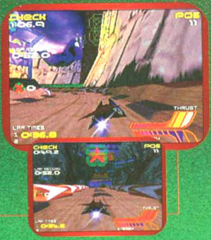
DYRONESS

Dyroness is an advanced track drilled into the canyon walls on the edge of a city. This challenging course will test the driving skills of the fastest anti-grav pilots. The narrow tunnels, breathtaking jumps and blind corners will either make you a better driver or reduce you to wreckage.


CHECK 0:25.9
LAP RECORD 0:45.0
LAP TIMES 1 0:59.2
ENERGY

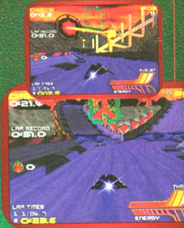
MACHAON II

Machaon II is a long track built high above a moss-covered jungle. The course's long straightaways are connected by sharp turns. This course is perfect for intermediate racers still working on strategies for balancing their driving skills and developing long-range combat tactics.


CHECK 0:06.9
POS 11
THRUST
LAP TIMES 1 0:36.8

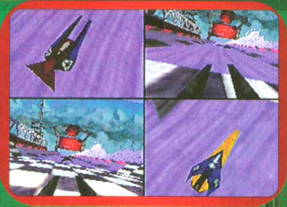
TERAFUMOS

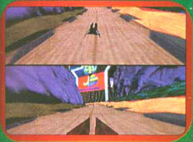
The track on Terafumos is suspended on a high, I-beam scaffolding. A little over halfway through the course, racers will be stumped by a fork in the course. You won't save time if you pick one way over the other—this fork is used to create ambushes where the roads rejoin.

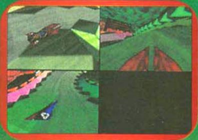

LAP RECORD 0:51.0
LAP TIMES 1 1:06.7
ENERGY

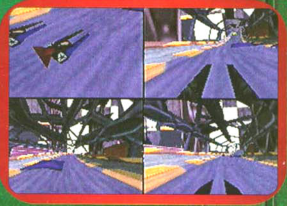
Multiplayer

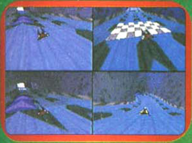
While previous Wipeout games had an option for split screen, two-player duels, Wipeout 64 will be the first to feature a four-player, split-screen challenge for the ultimate in anti-gravity combat. Multiplayer Mode is a subsonic duel of wits and reflexes between you and up to three other racers. It also features an opponent catch-up option, so danger is never far behind, and disaster may be around the next bend.

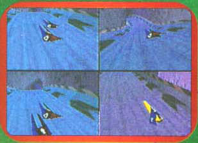






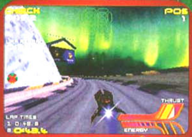






Life in the Fast Lane

Recently, Power editor Scott Pelland had the chance to jet over to Psygnosis in Liverpool, England and interview the developers firsthand about the new tracks and features in Wipeout 64. The programmers were very enthusiastic about developing the game for the N64. One of the biggest compliments the Psygnosis team gave the N64 was on the extremely accurate play control of the Nintendo 64 Controller. "Wipeout has always been a visual game, but it has to play brilliantly," explained Andy Satterthwaite, Senior Producer. "The Control Stick on the N64 Controller allows you to glide around and hit your line perfectly, something you couldn't do before." The team fired up its latest version of the game, jamming to nine new cuts from techno bands like Fluke and The Propellerheads. Over a quarter of the entire memory on the 96-Megabit cartridge is dedicated to the soundtrack. Andy added that he wanted to send a key message to gamers back in the United States and throughout the rest of the world: "We aren't calling this a port at all. We've changed the game structure, we have all new tracks and have added loads of other stuff. This is a new game, and it's the best version of Wipeout. People will be playing it for a very long time." We couldn't agree more.

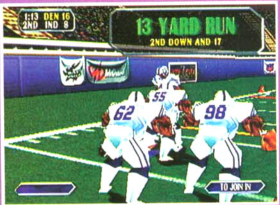


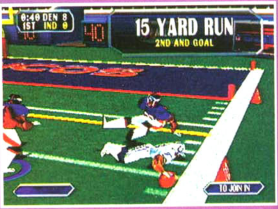
In the tradition of other Psygnosis titles, Wipeout 64 has a hidden track and secret ship. Look for the revealing details in an upcoming review in Nintendo Power.

The programmers at Psygnosis couldn't give enough praise to the precision of the N64 Controller and its ability to carve turns without sacrificing speed.

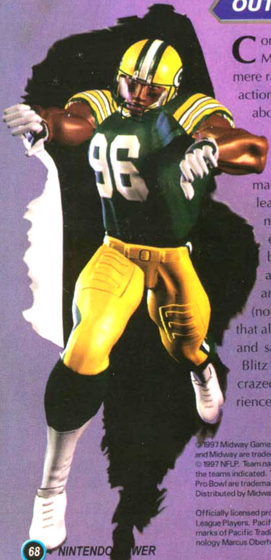
"THEY'RE GOING POSTAL!"

Midway's over-the-top coin-op is coming to the N64 this month, so break out your helmets and pads, 'cause it's time to get Blitzed!


1:13 DEN 16
2ND IND 8
13 YARD RUN
2ND DOWN AND 17
TO JOIN IN


0:40 DEN 8
1ST IND 0
15 YARD RUN
2ND AND GOAL
TO JOIN IN

OUTRAGEOUS FUN



Comparing past video football games with Midway's Blitz would be like comparing mere raptors to Godzilla! From the face-slamming action to the wise-guy commentary, everything about Blitz is bigger, badder and more outrageous than anything we've ever seen in a football title. This is not to say, however, that Blitz is only about mindless, button-mashing action. Sure, the quarterbacks can leap up and fire 60-yard bullet passes from midair, while frenzied defenders butt-stomp every opponent in sight in order to reach the ball carrier. On the other hand, it does take a lot of strategy to win consistently in Blitz, and there's even a new, sim-style Play Editor (not seen in the arcade version of the game) that allows you to build custom plays from scratch and save them to a Controller Pak. In the end, Blitz combines solid, strategic challenges with a crazed sense of humor for a fantasy football experience that is as fun as it is unique.

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TOUCHDOWN!
2ND QUARTER
DENVER 22
INDIANAPOLIS 6

STRATEGY TIPS
DIVE FORWARD

HALFTIME STATS
16
6

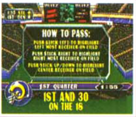
THE NP PLAYBOOK

We'll begin our review with a look at the game's play modes, followed by a rundown of the entire Blitz playbook and our favorite strategies. There are lots of different ways to win at Blitz, though, so don't be afraid to experiment on your own.

ARCADE MODE

Arcade Mode features one- and two-player matchups. Players may choose from all 29 NFL teams, complete with their real-life rosters and uniforms, but that's where the realism ends. The game is still football, but everything about it has been exaggerated. For example, players must gain 30 yards, not the regulation 10, to make first down. This isn't a problem, since players can cover 10 yards in just two or three steps. On top of that, the rulebook has been all but eliminated. There are no penalties at all in the game, pass interference is legal, and you can even punch or kick the ball carrier to bring him down!

PLAYER 1
RECEIVES BALL
OFFENSE
PRESS START


HOW TO PASS:

PUSH STICK LEFT TO HIGHLIGHT LEFT MOST RECEIVER ON FIELD

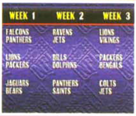
PUSH STICK RIGHT TO HIGHLIGHT RIGHT MOST RECEIVER ON FIELD

PUSH STICK UP/DOWN TO HIGHLIGHT CENTER RECEIVER ON FIELD

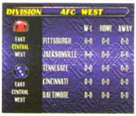
1ST QUARTER
1:55
1ST AND 30
ON THE 18

SEASON MODE

Season Mode takes you and your chosen team through a full, 17-week season. If you make the cut, you then proceed through the playoffs and on to the Superbowl. The computer keeps track of your schedule and your stats, including passing yards, rushing yards, sacks and so on. As the season progresses, your opponents become more aggressive and more skillful, so you'll really have to work to make the playoffs. One of our staffers made it to the end of the regular season with a perfect record, so the computer gave him a "bye" week and let him skip the first playoff game. He went straight to the second round!



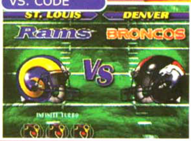
WEEK 1	WEEK 2	WEEK 3
FALCONS PANTHERS	RAVENS JETS	LIONS VIKINGS
LIONS PACKERS	BILLS DOLPHINS	PACKERS BENGALS
JAGUARS BEARS	PANTHERS SAINTS	COLTS JETS


DIVISION AFC WEST

	W-L	HOME	AWAY
PITTSBURGH	0-0	0-0	0-0
JACKSONVILLE	0-0	0-0	0-0
TENNESSEE	0-0	0-0	0-0
CINCINNATI	0-0	0-0	0-0
BALTIMORE	0-0	0-0	0-0

EAST
CENTRAL
WEST
EAST
CENTRAL
WEST

VS. CODE


ST. LOUIS
DENVER
Rams
BRONCOS
VS
INFINITE TURBO

Blitz is also full of funky codes. For example, to give the ball carrier a huge head, go to the Vs. Screen and press B four times then press Down on the Control Pad or Control Stick.

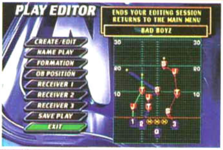
"PIN" CODE

There are also hidden characters in the game that are accessed through the PIN system. To access a certain Mortal Kombat hero, enter Raiden as your name and 3691 as your PIN number.

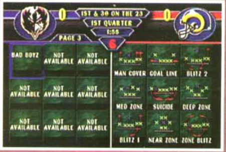
PLAY EDITOR

ARCADE PLAY
SEASON PLAY
PLAY EDITOR
OPTIONS

The new Play Editor feature allows you to create and save up to nine plays from scratch. You select the starting formation then map how each running back or receiver will move on the field. Besides charting their running patterns, you can even tell them where to spin, juke or run at turbo speed. Custom plays are available in both Arcade and Season mode.

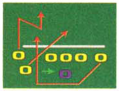

ENDS YOUR EDITING SESSION RETURNS TO THE MAIN MENU

PLAY EDITOR
BAD BOYZ
CREATE/EDIT
NAME PLAY
FORMATION
QB POSITION
RECEIVER 1
RECEIVER 2
RECEIVER 3
SAVE PLAY
EXIT


0
1ST & 30 ON THE 23
1ST QUARTER
1:55
0
PAGE 3
6
BAD BOYZ
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
NOT AVAILABLE
MAN COVER
GOAL LINE
BLITZ 2
MED ZONE
SUICIDE
DEEP ZONE
BLITZ 1
NEAR ZONE
ZONE BLITZ

You can choose between five formations and two quarterback positions. The nice thing about custom plays is that their patterns are not displayed on the Playbook Screen.

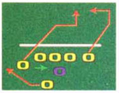
OFFENSIVE FORMATIONS



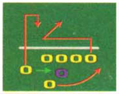
UPPER CUT

Any play in this game can work as a passing play or a running play, but Upper Cut works best as a passing play. If you go for a long toss, just make sure that the receiver on the right doesn't run out of room.

TURMOIL



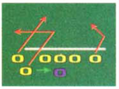
Turmoil is very versatile and can be played fast or slow, short or long, pass or run. You can fade left, dish the ball to the running back and wait for an opening, or duck to the right for a run or a quick and dirty pass.



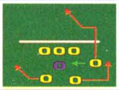
DOG HOOK

As with X Cross, Dog Hook needs a lot of time to play itself out, and it's not one to use if you want a quick 10 yards. Give yourself lots of running room on the left and hope your opponent doesn't have lots of pass coverage.

BLIZZARD



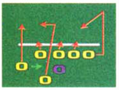
Blizzard works best as a running play. Your linemen usually create enough chaos to keep the defense occupied while you run in a wide loop to the right or the left. You can pass, but your receivers are often surrounded.



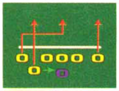
SPLIT

This is *the* play of the game, and it was nearly impossible for us not to gain 10 yards with this baby. Just make a quick lateral pass and then pass again or run. The lone receiver is usually covered, but a short pass isn't much of a risk.

UP THE GUT



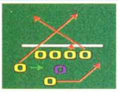
You're within a few yards of the goal line and there are only two seconds left. What should you do? Call an Up the Gut, and as soon as you hike the ball, take a header over the line. Time for a little victory dance, buddy!



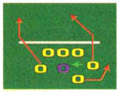
HAIL MARY

When you call this play, the computer will almost always see it coming and set up some pass coverage. Jumping while the ball is in the air can help you haul it in, but it also leaves you open for a sudden tackle.

X CROSS

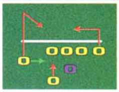


The X Cross is not our play-of-the-day. Your only hope with this play is to dish to the running back and wait for an open receiver. There doesn't seem to be enough protection on the line to make a good run.



SCREEN

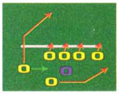
Call a Screen only if you think your opponent isn't going to set up any pass coverage. If there's any interference at all, you probably won't connect. If you shoot for the receiver on the left, make sure the pass will be in bounds.



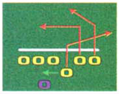
H.B. BLOCK

This is definitely one of the better running plays. Just make a wide loop to the right or the left and gun it. H.B. Block can also be played in the same way as Up the Gut, where you leap over the line of scrimmage for a few yards.

SWEEP



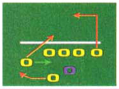
Sweep pushes the defense over to the right side of the field while you sneak up the left side. You can run to the right, too, and if things get hairy, you have the option of dumping the ball on the running back behind you.



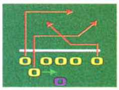
U.T.B. DEEP

U.T.B. Deep works much the same way Da Bomb does, though the run pattern is different. You might consider moving the "man in motion" over to the left and letting him run interference for you while you run the ball.

SLANT



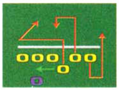
Slant is tough to read (even for the computer), making it a great first down play. If you dash to the right, the receiver on the right will run interference. If you fade back and wait, that same player will often break into the open for a pass.



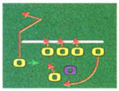
MIDDLE PICK

Middle Pick is a middle-of-the-road play that can be used in almost any situation. On the other hand, it's not particularly overpowering. If you just want to use up the clock, call a Middle Pick and hang out behind the line.

SUB ZERO



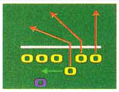
This classic "flea flicker" play is one of our faves. Fade back, lateral to the right and then run the ball to the left until the near receiver appears. Defenders often don't see him until it's too late to block the pass.



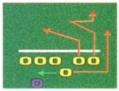
REVERSE

As with the Hail Mary, just hang on to the ball (hand it to the running back, if necessary) until your receiver is clear. You have to trust your "go-to" guy on this one, so save this play for the likes of Favre and Levens or Young and Rice.

DA BOMB



Da Bomb is not just a great passing play. If you run the ball up the right side, your receivers will block. If the defense forms up right on the line of scrimmage, this will open up the left side of the field for a big run.

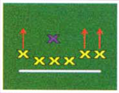


SUPER FLY

Super Fly is great for using up the clock. Place the man in motion on the left side. After you hike the ball, follow along behind him and use him as a shield. You can wait for an open man or run the ball up the right side.

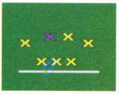
DEFENSIVE FORMATIONS

MAN COVER



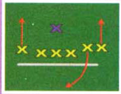
With Man Cover, each defender picks a particular opponent and sticks by him, no matter what offensive play is being run. It provides great pass coverage as well as solid defense against a run.

MED ZONE



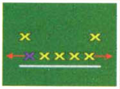
In a zone-type play, each of your defenders patrols a small area of the field. The Medium Zone is designed to guard against medium-range pass plays. Try to anticipate the pass and tackle the receiver before the ball reaches him.

BLITZ 1



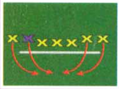
In a blitz-type play, one or more of your players will try to blow past the line of scrimmage and sack the quarterback. We like Blitz 1 because it still leaves you with up to three players for pass coverage.

GOAL LINE



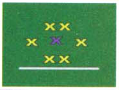
This play should be used only within a few yards of (duh!) the goal line. It's designed to stop short plays like Up the Gut. Two linemen dash out to the sides to stop the run while two players hang back to watch for passes.

SUICIDE



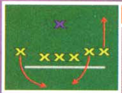
Suicide is an all-out blitz play that should be used only if you're within 10 yards of the goal line. If you call a Suicide and your opponent passes, chances are you'll be crying into your Gatorade.

NEAR ZONE



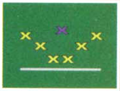
Near Zone is used to define against a run or a short pass. To call this play, you must be confident that any receivers aren't going to go very far before the ball is passed and that you'll be ready to block or intercept.

BLITZ 2



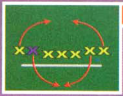
Blitz 2 sends in two players to sack the quarterback, leaving you with only two players to cover passes. It's riskier than Blitz 1, but it can be very intimidating and panic your opponent into dumping the ball.

DEEP ZONE

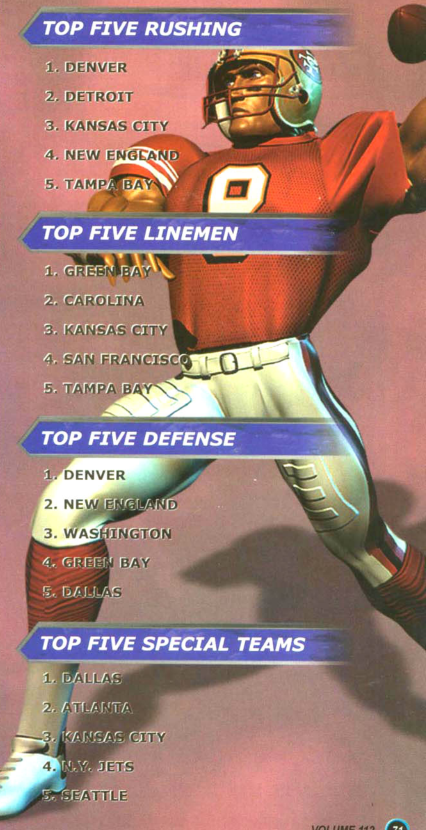


Deep Zone is used to cover long pass plays. If you guess right, you'll have lots of time and coverage to spoil the play. If you guess wrong, your opponent will have a grand opportunity to make a short pass or run the ball anywhere.

ZONE BLITZ



As its name implies, the Zone Blitz combines the two major play types in one. Two players dive in for a sack, while two others run backward, each covering one side of the field.



TOP FIVE PASSING

1. DALLAS
2. DENVER
3. GREEN BAY
4. MIAMI
5. NEW ENGLAND

TOP FIVE RUSHING

1. DENVER
2. DETROIT
3. KANSAS CITY
4. NEW ENGLAND
5. TAMPA BAY

TOP FIVE LINEMEN

1. GREEN BAY
2. CAROLINA
3. KANSAS CITY
4. SAN FRANCISCO
5. TAMPA BAY

TOP FIVE DEFENSE

1. DENVER
2. NEW ENGLAND
3. WASHINGTON
4. GREEN BAY
5. DALLAS

TOP FIVE SPECIAL TEAMS

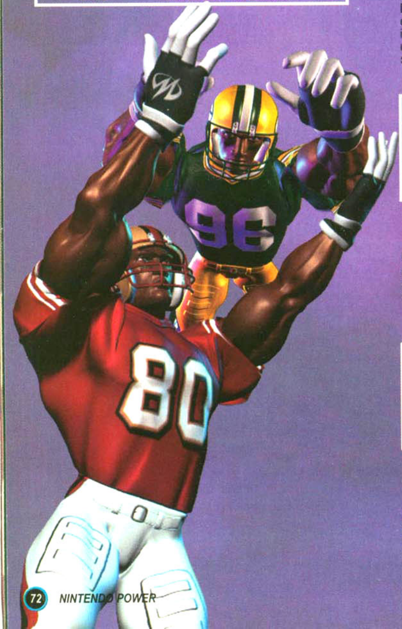
1. DALLAS
2. ATLANTA
3. KANSAS CITY
4. N.Y. JETS
5. SEATTLE

SPECIAL MOVES

Blitz is chock full of special moves, and we've listed them below, using the default controller setup. As you can see, some moves use the same controller commands. The move you do will depend on the situation and the distance to the ball carrier.

COMBO	OFFENSIVE MOVE
Double Tap Z	SPIN MOVE
Z+A	STIFF ARM
Z+Double Tap A	DIVE FORWARD
Z+B	OFFENSIVE HURDLE
B, A	JUMP PASS
B	JUMP CATCH
← or →	MAN IN MOTION
Z+A+B	EXTRA BLOCKER
Z+B	UP AND OVER
Z+A	TURBO PASSING
B	LATERAL PASS

COMBO	OFFENSIVE MOVE
A	CHANGE PLAYER
Z+A	PUSH
Z+B	DIVE TACKLE
Z+B	DEFENSIVE HURDLE
Z+A	BLOCK KICK
Z+A	STRONG TACKLE
B	STRIP BALL
Z+A	FUMBLE RECOVERY



OFFENSIVE STRATEGY

SIDELINES

If at all possible, take the ball up the sidelines on running plays. The path is often clear, and if you fumble, there's a good chance the ball will go out of bounds and allow you to retain possession. If the ball stays in, your opponent may recover it for a turnover.

STIFF & SPIN

If a lone defender is rushing straight at you, use the stiff arm move to plow through him. Use the spin move to evade tackles or shake off multiple attacks from different directions. Spinning does increase your chances for a fumble, though.

TAKE A DIVE

If you're surrounded and about to be tackled, press Z and double-tap B to take a power dive. You'll gain another 10 yards on average, which may be all you need for a first down.

USE CLOCK

CLOCK LOW
4TH QUARTER
3RD AND GOAL
ON THE 4

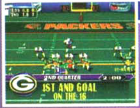
Depending on the score and the time remaining, let your opponent score quickly to give yourself another scoring opportunity. If you have the ball late in the game, use up the clock or stop the clock as needed. A few seconds either way can make all the difference!

JUMP PASS

As we mentioned, jumping can be useful for receivers, but it can be useful for quarterbacks as well. A well-timed jump or spin can help a quarterback avoid a sack and make the pass. To jump up and toss the ball in midair, press B, wait a split-second, then press A.

EXTRA POINTS

Practice making field goals and take chances on two-point conversions, at least in the first half of a game. An extra two or three points can be very crucial when the clock is running down.



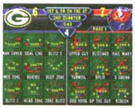
EXTRA BLOCKER

To move one of your receivers (the so-called "man in motion") to a different spot on the line of scrimmage, press Left or Right on the Control Stick or Pad before you hike. To change him from a receiver to an extra blocker, press Z, B and A simultaneously to hike the ball.

LATERAL

A lateral is a sideways pass to a player who is still behind the line of scrimmage. This is done to fake out defenders or give a receiver time to move into the open. You can lateral the ball as many times as you like, but once it crosses the line, you can't throw it again.

DEFENSIVE STRATEGY



HIDE CURSOR

Real NFL players aren't allowed to see each others' plays, so why should you be? To make the cursor on the Play Select screen disappear, just move it to the top left corner of the first page of your playbook and press Up two or three times.

PUNT RETURN

When you call a Punt Return, the computer automatically gives you control of the receiver. Switch to a different player before the ball is kicked. The computer-controlled receiver almost always makes it to the ball before it drops, unless it's punted out of bounds.

MANUAL TACKLE

Computer-controlled defenders aren't always as aggressive as they should be. Switch to a defender and take out the ball carrier yourself. A well-timed hit or jump just as the ball is coming in can break up the play or even give you an interception.

BLOCK KICKS

Try your best to block field goals and punts. You can't go offside, so before the ball is snapped, charge against the line at turbo speed, making sure you're lined up between defenders. Charge the ball holder and jump on him before the ball is kicked.

3RD QUARTER
1ST AND GOAL
ON THE 16

MAN COVER

Man Cover is, in our opinion, the best all-around defensive play in the book. It adapts itself to passing and running plays, and it leaves you free to sack the quarterback. Some of our staff members use it almost exclusively, except for the occasional blitz.

BREAK IT UP

4TH QUARTER
0:40
2ND AND 2
ON THE 35

If your opponent is close to a first down, focus on pass defense. If a running play is called, you'd have a tough time stopping it anyway. If a pass play is called, you might be able to break it up and hold off the first down.

ONSIDE KICK

If you just scored but you need to score again quickly, call an Onside Kick. On the return, try to strip the ball from the carrier or otherwise force a turnover. This is a risky strategy, but it can work if your defense is strong.

SLIDE TACKLE

If you're going for the sack, jump at the quarterback a little early. When you take a running leap, you slide a long way, and that slide tackle is very tough to avoid. If you so much as touch the ball carrier's foot, the carrier will usually fall down or stumble out of control.

AN EXTENDED SEASON

Blitz for the N64 is a terrific translation of the coin-op game, and the only thing missing is the hi-res video screen you have in the arcade. You can, however, use the Size Screen and Shift Screen options to "stretch" the graphics and make them fill more of the TV screen. In addition, the Play Editor feature gives the N64 version more depth and makes it, in our opinion, even more fun than the original. There's a lot of replay value here, and even if you've played the original to death, this version is worth a look. As for codes, we'll be featuring more of them in future issues, so stay tuned. Blitz season is not over yet!

ARIZONA
CARDINALS
JAKE PLUMMER
ADRIAN MURRELL
ERIC METCALF
ROB MOORE

In Kemco's Knife Edge, you don't even have to steer. All you need to worry about is blastin' bad guys, and that's good.

KNIFE EDGE™

© Kemco 1998

CUT TO THE CHASE!

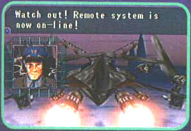
Riding the Rails

Playing the "rail" shooter Knife Edge is like taking a demented roller coaster ride through swarms of hostile alien invaders. The computer handles the piloting chores, leaving you free to frag as many enemies as possible with your high-tech arsenal. Though the game will undergo a few graphic changes before it's released, the version we received was essentially complete, and a good time was had by all.

The Many Paths To Victory

There are only six stages, but there are multiple paths through each one, and you're able to select at least part of your route during the first four stages. Your arsenal includes a rapid-fire Vulcan gun and five special weapons as standard equipment. You can use any one of your special weapons at any time, and ammo is unlimited. You can boost Vulcan gun and Shield power by shooting power-ups, but once your shield is toast, so are you.

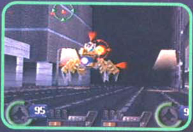
Story



Watch out! Remote system is now on-line!

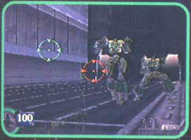
The Story Mode is a standard, one-player game, chronicling your battle with an alien invasion force. There are unlimited Continues, but if you're defeated, you must start over from the beginning of the stage.

Battle



In Battle Mode, two or four players compete to see who can tally up the highest score. There are two separate scores, shield readouts and so on. In this Mode, you must earn special weapons individually.

Team



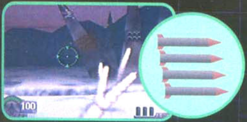
The Team Mode allows two to four players to jump into the mayhem, giving each player control over a separate gunnery station. Play is cooperative, with everyone contributing to a single score.

Practice

The one-player Practice Mode allows you to hone your gunnery skills or just have fun blasting away. This mode plays exactly the same as the Story Mode, except, of course, you can't progress from one stage to the next.

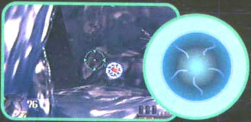
Special Weapons

Homing Missiles



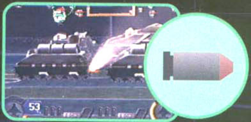
You can shoot up to four targets at a time with the Homing Missiles. Press and hold A to lock on to a target, and release the button to fire.

Plasma Torpedoes



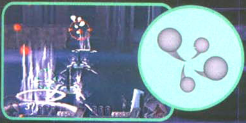
Plasma Torpedoes charge up and fly very quickly. They're more accurate than missiles, but keep in mind that not all enemies can be target-locked.

Nukes



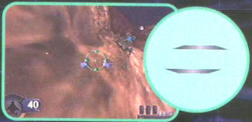
Even if you don't get direct hits with Nukes, the shock wave will cause some damage. Nukes fly very slowly, so your aim had better be good.

Flak



Press and hold A to charge the Flak gun, then release the button to fire shrapnel straight ahead. This gun charges quickly but is not very powerful.

Lasers

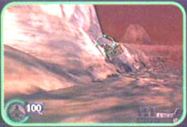


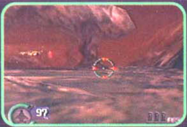
Like the Flak and Nukes, Lasers always shoot straight ahead, wherever the nose of your ship is pointing. It's best to use them at close range.

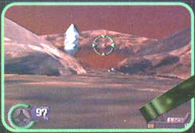
Amethyst Ravine

As the game opens, you're ordered to repel the first wave of alien attack ships. While there are multiple paths through each stage, there are crossroads you always pass through. We've focused most of our strategies on these common areas and outlined tips for defeating the mini-boss (usually found near the halfway point) and the final boss of each stage.

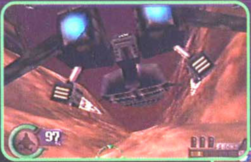
① Canyon Run


Point your targeting cursor in the direction you're moving to head off incoming threats.

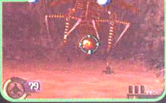

The points on the targeting cursor turn red when your special weapon is charged. Torpedoes away!

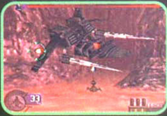

Look for red Vulcan gun icons and blue shield icons. The Vulcan gun can be boosted up to level six.

② Mech Threat

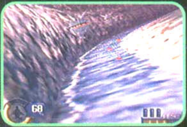

Concentrate on the mech as much as you can. Ignore other enemies unless they're firing at you. When the mech starts firing back, press the C Buttons to dodge upward, downward, to the left or to the right.

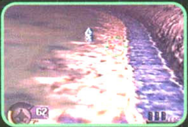
The first mini-boss is a remote-controlled mech. Its entire body is vulnerable, but it can absorb a lot of punishment. Keep the Vulcan trained on it at all times. If other enemies come on screen, you can still lock on to them without taking the targeting cursor off your main target.

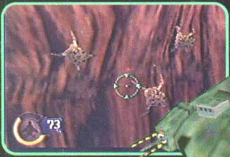




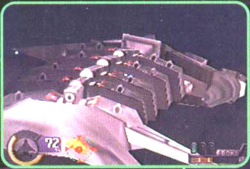
③ A River Runs Through It


More enemies will come out of hiding along this stretch. Look out for long lines of ships or aerial mines.

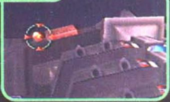

Power-ups will zip by quickly, so stay alert. Some enemies will leave them behind when they're destroyed.

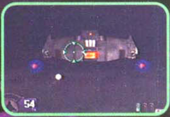

Some canyons are guarded by huge gun emplacements. Use Homing Missiles to fry up to four at a time.

④ Crack the Whip


Shoot the laser at the top of the ship to disable it temporarily. You can't destroy the side-mounted Plasma Torpedo launchers, but you can shoot the torpedoes they fire.

This unusual craft will fire missiles at you from pods along its top and bottom. Take them out first. Once the missile pods are gone, destroy the ship's tail, section by section. When the core opens, focus all your weapons on it.

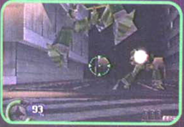




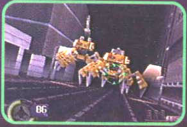
The Living Ruin

An Earth colony was all but destroyed in a recent attack, but sensors detect a faint signal coming from somewhere within the colony asteroid. If there are any survivors, they may have information vital to the war effort. As you comb the city streets, be careful of alien mechs hiding in doorways and alleys or hunting in large packs. If they get the jump on you, it will be nearly impossible to dodge their shots.

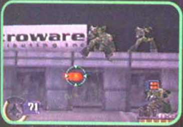
① Urban Assault



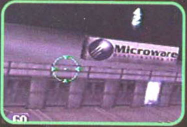
Mechs will jump at you from all sides with no warning. After an attack, press R to center the cursor.



Use rapid-fire weapons on long-range targets. Don't give them a chance to shoot back.

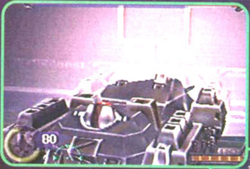


At close range, it's a toss-up between speed (torps) and power (missiles). Hit missile-toting mechs first.

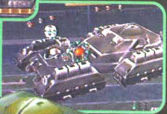


You'll have one chance at these power-ups, so make it count. They'll appear just before the tank does.

② Tanks a Lot

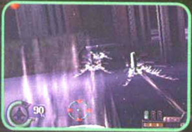


Every so often, a group of aerial mines will appear above the tank. These are controlled by a white command pod. Shoot the pod to destroy all the mines simultaneously.

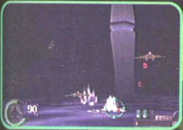


Concentrate your fire on the rotating "eye" on the front of the tank. Mechs will pop out of a rear hatch or from off-screen, but they won't pose a big threat.

③ Underground

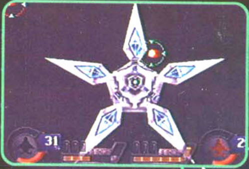


Watch out for ships in the lake. Keep your cursor just below the "horizon" to catch them as they emerge.



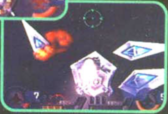
You can target slower ships a split-second before they emerge, but they'll still have time for a shot.

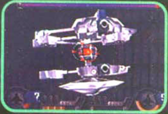
④ Star-Crossed



As you destroy common enemies over time, you'll earn up to three Super Bombs. These are especially effective against the core of this star-crossed boss.

Target the robot's outer limbs and destroy them one by one. Once again, you can use the Vulcan gun to destroy any missiles or torpedoes directed at you. When the robot turns on its side, its glowing core will appear. Hit it hard and fast.

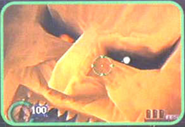




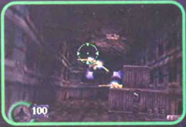
Crimson Lake

Central Command has traced the alien forces back to a huge asteroid. You must penetrate the outer defenses and destroy the base at the center of the asteroid. Power-ups will be few and far between in enemy territory, so keep an eye on your shield. If your ship is destroyed and you continue the game, it will be back to level one for your Vulcan gun.

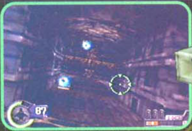
① Be Tank-ful



There are two ways to enter the asteroid. One is through the eye, and one is through the mouth.

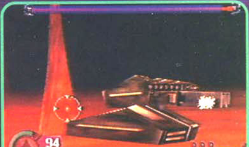


Few ships in here can be target locked. You'll have to rely on your Vulcan gun and your deadly aim.



Both paths are lined with guns. The "mouth" route is slightly easier, but good luck finding power-ups!

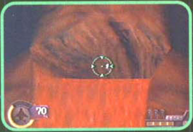
② Mini-Boss



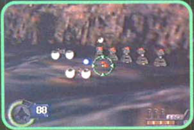
You can't lock on to the tank, so use Lasers or Nukes on it when it gets close. If your Vulcan gun is below level three, you may not break through the tank's armor before it retreats.

This assault tank has been modified to withstand the searing heat of the asteroid's molten core. Its AI, however, is just as dense as its armor plating. Just aim for the upper hull and use the C Buttons to dodge the tank's return fire.

③ Lava Falls

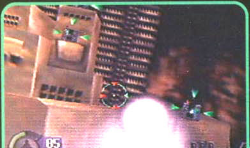


After battling the tank, you'll see these falls. You'll find a rare (for this stage) Shield icon here.



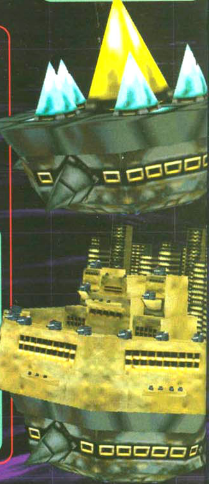
You may see a Vulcan gun icon just before or after these launchers. It will appear for just a second.

④ Siege Perilous



If you don't destroy the launchers quickly, they'll soon start shooting dozens of missiles or torpedoes at you. If that happens, you won't stand a chance!

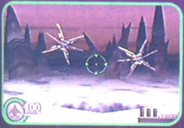
Destroy the four launchers at the center of the base before you shoot out the rest of the guns. When the base transforms, ignore the blue pyramids and go after the yellow one. Shoot or dodge the incoming torps, especially the orange ones. Super Bombs definitely come in handy!



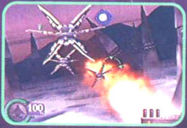
The Shrine Without The Master

The battle is about to cool off, but not in the way you'd like. The aliens have a new base on an icy planet on the galactic rim, and they've succeeded in adapting their technology to the cold. Their new ice bombs are invulnerable to your weapons, so you'll have to dodge a barrage of incoming fire.

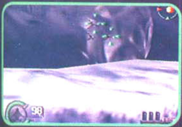
① Shock Wave



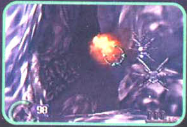
Some fighters carry proximity bombs, which can damage you considerably even without a direct hit.



Shoot these ships before they fire. You can destroy a bomb once it's launched, but you'll still feel it!

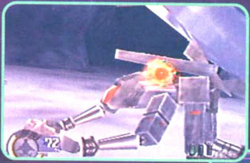


After you pass the gun towers, fighters will come out of these caves. Some may leave power-ups behind.



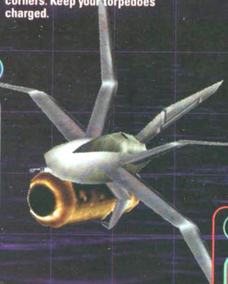
As you enter the caves, more fighters will pop out from around corners. Keep your torpedoes charged.

② Cold Canines



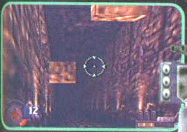
After the first round, the first dog-droid will be joined by a second one. Try to wear down their shields evenly. Once one is destroyed, the other will attack even more forcefully.

The ice bombs that these dog-like droids carry can't be destroyed, so avoid them as best you can. Luckily, all parts of these robots are vulnerable.



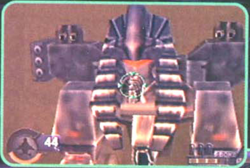
③ Deep Down

If you survive the battle with the dog-droids, you'll enter a series of narrow tunnels.



These blocks can't be destroyed. Use the C Buttons to steer around them.

④ Tut, Tut!



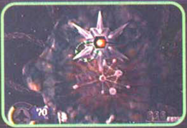
Dodge the tiles and bricks that your enemy will throw at you. Shoot back whenever you have a chance, even if it's just for a second or two.

This stone-faced foe's only weak spot is on its head. If you see it flashing, you'll know you're doing some damage.

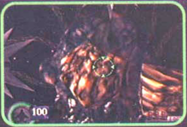
Creature (Return to Space Station)

The alien leader has retreated to a huge, living space station. A horrible truth awaits you inside, and a secret link between the aliens and a friend long thought dead will be revealed. This mission is actually broken up into two parts, and though you won't see another title screen after the first mini-boss, you will receive a stage-end tally of your score.

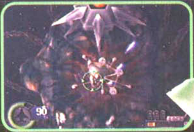
① Boulder Battle



The computer will bring you on a slow approach to the station, which is part asteroid, part living tissue.

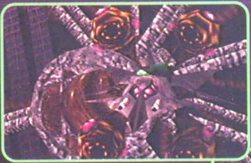


As you approach, ships will appear from the side or from above. Plasma Torpedoes are your best defense.

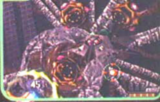


The boulders can't be destroyed by your weapons. You'll have to weave a path through them.

② Command Ship

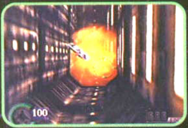


The fight with the command ship will be swift but brutal. The ship's limbs will fire Plasma Torpedoes at intervals. As you destroy the arms, the remaining ones will shoot faster and faster.

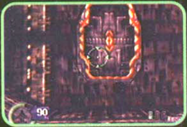


Concentrate your fire on the four fleshy "limbs" that are attached to the alien command ship. A few well-placed Nukes will help speed things along.

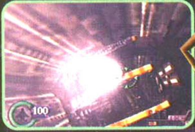
③ Abandon All Hope



You won't be able to lock on to most of the defenders, so you'll have to rely on the Vulcan gun mostly.

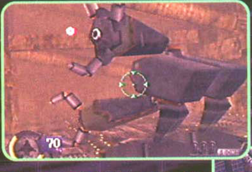


Use Lasers or Nukes to punch through doors before the computer smashes your ship right into them.

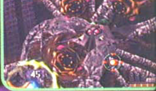


The ship will twist and turn, so your special weapons that fire straight ahead won't be very useful.

④ Mortal Monuments



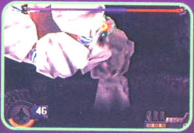
These statues have torpedo launchers in their heads and missiles launchers in their chests. Some may leave Vulcan gun or Shield icons behind.



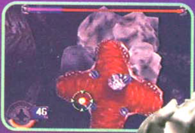
The computer will steer the ship from side to side, but try to fire off a Nuke or two at these statues when you're in range.

⑤ Man Trap

You'll have to be quick to dodge this monster's two-pronged attack. It will first vomit boulders at you then try to bite your ship twice. After the second bite, shoot the beast in the head. A powered-up Vulcan gun works best.

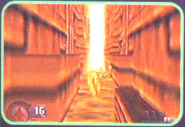


You'll have a few seconds to shoot the monster before it retaliates. Take advantage of that time!

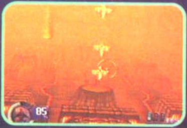


You can't destroy the rocks it spits out. If you can dodge and shoot simultaneously, so much the better.

⑥ Into the Light



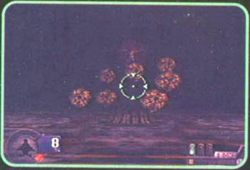
Ring-shaped ships will spin out of the glare. Shoot them before they release their missiles.



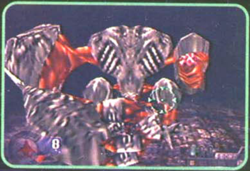
You can lock on to these craft only after their wings open. Use one or two torpedoes per ship.

⑦ Final Conflict

The alien leader will alternate between firing torpedoes and charging straight at you. You can destroy the torpedoes, but dodging to the right is actually much easier and much more effective. When its left arm opens, shoot the red pod inside.



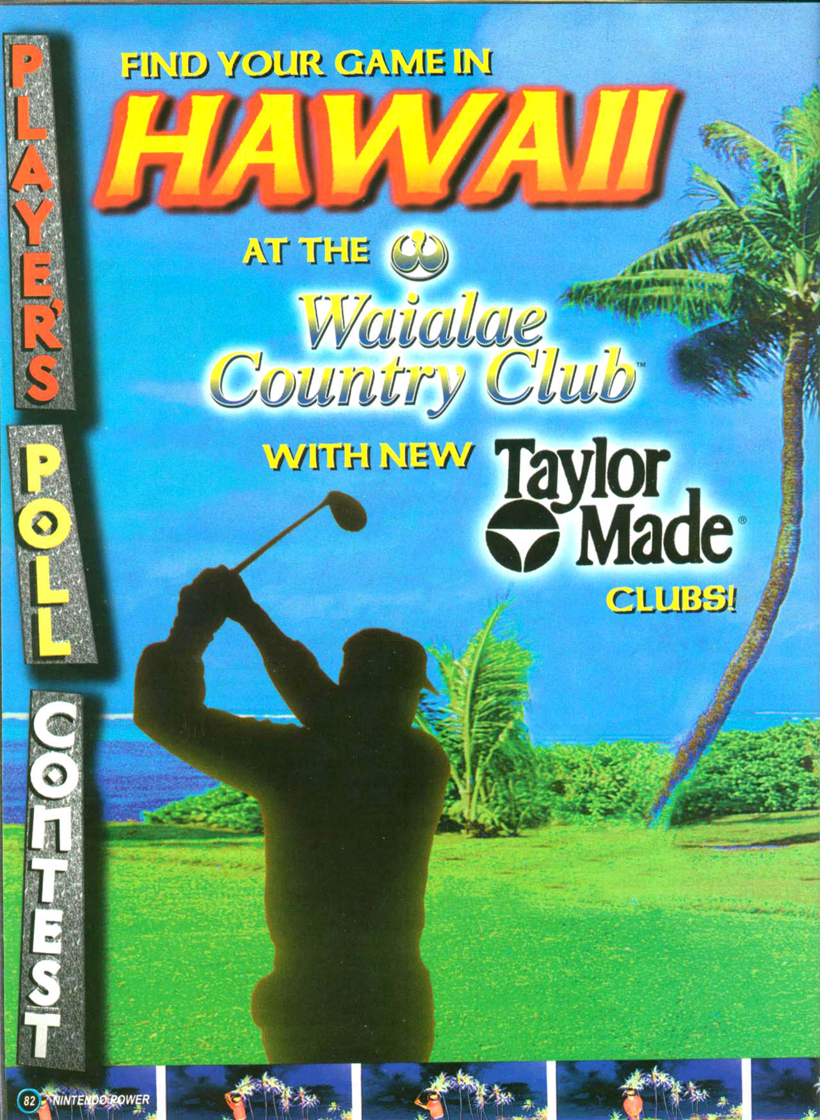
These boulders can be destroyed, but they'll regenerate quickly. Hold your fire and wait for the real threat.



The alien leader can regenerate its right arm, so don't bother with it. Focus your fire on its left arm.

Hungry for More

Knife Edge plays much like the "gunnery" stages in Shadows of the Empire, where you're hunting TIE fighters in the asteroid field. The camera work is more dynamic in Knife Edge than in Shadows, with your ship swooping and diving all over the landscape, rather than speeding along in a straight line. In the final analysis, Knife Edge is fast and fun to play, but with only six stages, the action is over just too quickly.



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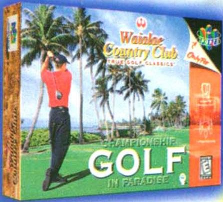

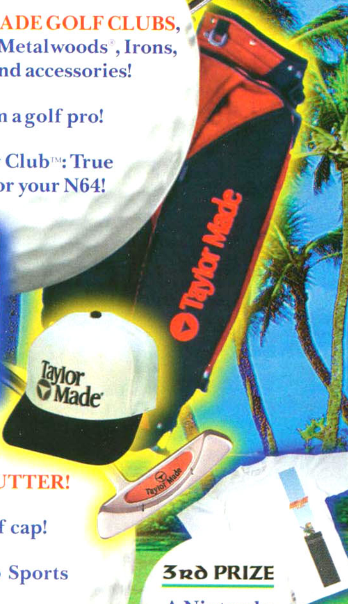

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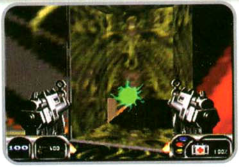
COUNSELORS' corner

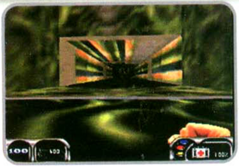
DUKE NUKEM 64

WHY WON'T THE SHRINKER CHANGE ME BACK TO NORMAL?

Shrinkers were never a problem until we released Duke's Cheat Menu code. If you're stuck running around looking like a small soldier, it's because you activated the Invincibility code while you were a little Duke. If you use Invincibility while Duke is small, you'll be stuck as a little runt. The only way to solve your problem is to restart the level. If you're trying to figure out how to access the Cheat Menu, see page 31 in NP Volume 106's Classified Information.



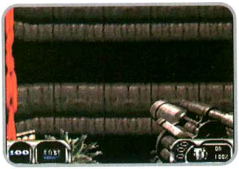
Using the Shrinker is essential for completing at least a dozen stages in the game, but you'll be stuck if you use Invincibility when you are small.



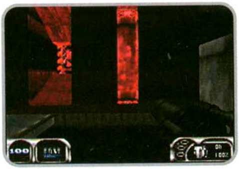
Since the aliens usually ignore small targets, you'll probably be safe without Invincibility when you're running around as a mini Duke.

WHERE ARE THE LAST SECRET PLACES IN LEVEL 1?

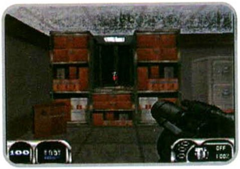
There are 13 secret places to find in the first level, more than in any level except Toxic Dump. Three of them are particularly hard to find. The first spot is in a building near the Cinema. Walk to the palm trees to the right of the Cinema. Fly up to the first tree on the right, then fly into the window. The other two commonly missed places are in the same spot. As you walk across the bridge to the exit, walk right onto the ledge. Keep pressing the A Button, and you'll find a teleporter. You'll find one secret place when you warp, but there's also a second secret place here. Blast the automated gun and go into the office. Press the A Button as you stand in front of the middle bookcase on the right side of the room to find it.



Fly through the window near the Cinema to find a secret spot inside the building.



Walk right onto the ledge near the Exit and search around for the hidden teleporter.

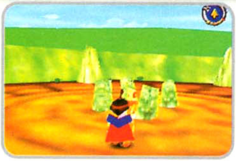


Stand in front of the middle bookcase and press the A Button to find another secret place.

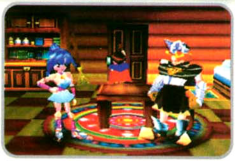
▶ QUEST 64

HOW DO I ESCAPE FROM THE ISLE OF SKYE?

Mwa-ha-ha-ha!!! Once you reach the Isle of Skye, there is no escape! At least that's what your enemies want you to think. You won't find any wings that will whisk you away from this island, but if you're defeated, you'll start outside the isle. If you wish to remain among the living, follow the path to the left of Colleen's House and stand between the pillars. You'll find a warp to the bottom of the sea. The door in back of Colleen's House isn't an exit. You'll be able to open it after you defeat Nepty.



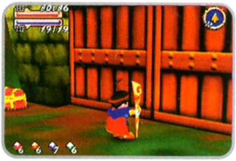
You can't use a wing to leave the Isle. You'll have to reach the bottom of the sea to leave.



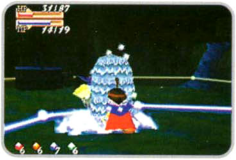
The back door to Colleen's House isn't an exit, but you can open it after you defeat Nepty.

HOW DO I OPEN THE RIGHT GATE IN CONNOR FOREST?

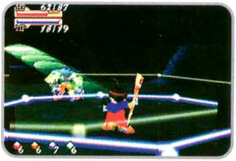
You'll be able to get through this gate after you defeat the robber Solvaring. Your magic levels should be around six or seven before you challenge the brigand. Solvaring has 210 hit points, but if your Water Magic is at Level 7, you'll be able to cast Healing Level 1, which will aid you greatly in battle. There are two easy ways to defeat Solvaring: you can stand close to him and use the Water Pillar, or you can stay away from him and cast the Wind Cutter.



You'll need to defeat Solvaring before you can pass through the gate in Connor Forest.



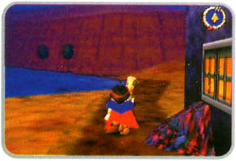
If you decide to fight the thief in close quarters, cast Water Pillar on him.



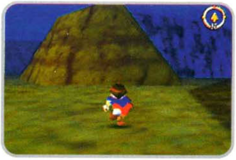
If you want to keep your distance from this brutal brigand, select the Wind Cutter.

HOW DO I GET THE FIRE RUBY?

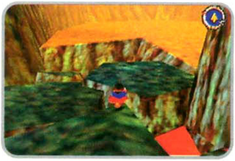
You need to defeat Fargo in Boil Hole to earn the Fire Ruby. After you enter the desert, walk southwest to the town of Greenoch. Follow the road out of town until it forks. Take the south road until you see a large rock. If you stroll around the rock, you'll spot a large crack in the ground. If you walk along the smaller rocks, you'll cross a crack and spot the entrance to Boil Hole. There's only one way to go to reach Fargo at the back of the cave. If your magic levels are around 35 and you have plenty of bread or morning dews, you shouldn't have any serious problems defeating him.



Keep following the dusty road out of Greenoch, then follow the south path at the fork.



This rock hides the entrance to the Boil Hole. You'll have to walk around it to find the opening.

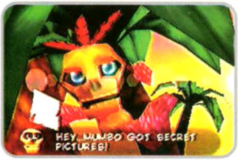


As you walk across the smaller rocks, look for this crack. The tunnel leads to the Fire Ruby.

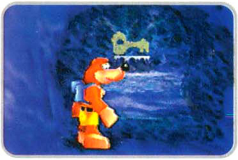
▶BANJO-KAZOOIE

HOW DO I PLAY BANJO-TOOIE??

If you collect all 100 Jiggys, Mumbo will show you photos of a game called Banjo-Tooie. Since the photos include landmarks in your game, it's almost natural to assume that your current game has a second quest. It doesn't. You're seeing a special preview of Rare's planned sequel for Banjo-Kazooie, which uses a few places you've already seen in your game, including the key you probably spotted behind the ice in Wozza's Cave at Freezeezy Peak.



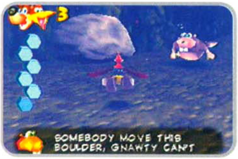
If you collect all 100 Jiggys, Mumbo will show you his snapshots of Banjo-Kazooie II.



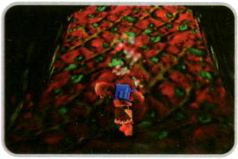
Don't worry about the key in Wozza's Cave—you'll find it in the next Banjo-Kazooie game.

HOW DO I GET INSIDE THE BEAVER'S HOUSE?

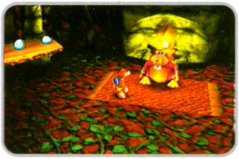
After you Beak Bust the rock blocking the entrance to Gnawty's house during the summer in Click Clock Woods, you'll find that the slick passage is too steep for Kazooie to trot up. To get inside, you'll need to visit Gnawty in the fall. Trip the fall entrance switch in the shallow water directly below the branch connected to the beehive. You'll earn a Jiggy when you see Gnawty in the fall, but be sure to take the cold plunge to reach his house during the winter too.



After busting this rock, the grateful Gnawty will invite you inside his humble abode.



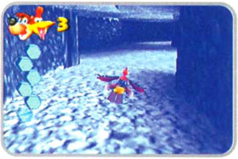
This muddy passage is too slick to climb. You'll have to wait for the water to rise in the fall.



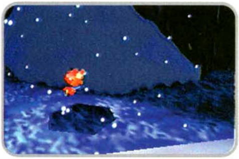
If you remember to swim inside Gnawty's house in autumn, you'll earn another Jiggy.

HOW DO I GET TO THE HONEYCOMB PIECE BENEATH THE ICE?

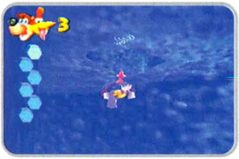
The Honeycomb Piece beneath the ice in winter in Click Clock Wood is possibly the toughest to earn in the game. The water beneath the ice takes air away twice as fast as normal water. Dive through the hole and follow the right wall to the entrance of Gnawty's home. Getting back out is twice as tough–memorize the location of the hole in the ice when you swim back outside or you'll turn into a bearcicle. Use the Beak Buster to dive into the water, then out of the hole and turn left. Swim close to the ice until you see the opening. If you're fast enough, you'll get your head above water before your air runs out.



The frigid water around Gnawty's home will deplete your air twice as fast as normal water.



Start your return trip through the chilly depths with a splash–use the Beak Buster to dive.

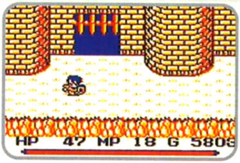


Turn left and follow the ice above your head until you can swim up through the hole in the ice.

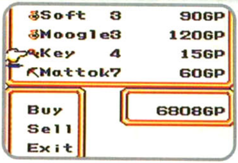
▶FINAL FANTASY ADVENTURE

HOW DO I EXIT DARK CASTLE?

If you're stuck in Dark Castle, it's probably because you've run out of keys. Final Fantasy Adventure is an awesome role-playing game with one flaw: you need to carry keys or you'll lock yourself inside a cave or castle. The golden rule among experienced players is to carry a minimum of four keys at all times. If you don't have a key to get out, you'll have to start where you last saved or face up to the harsh realities of restarting your entire game.



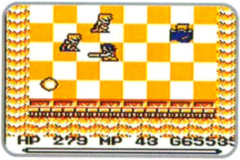
Leaving Dark Castle won't be a problem if you have enough keys. Always carry four.


Soft 3 90GP
Moogle3 120GP
Key 4 15GP
Mattok7 60GP
Buy
Sell
Exit
6808GP

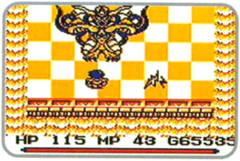
Don't get locked out of your adventure. Buy extra keys at the shops throughout the game.

HOW DO I DEFEAT JULIUS?

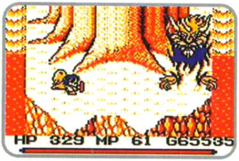
You'll have to defeat Julius three times to win the game. First he'll appear as triplets. Hit each image three to four times, then watch as he turns into a lightning-bolt-tossing demon. Stay at the bottom of the screen and wait for your Will Power Meter to fill before you swing Excalibur. If you are hit, you'll be invincible long enough to counterattack. Julius turns into a fiery face in the last battle. To dodge his invisible attacks, walk to the spot where Julius was standing when he disappeared. By the time he reappears, your meter will be full, and you can hit him. Keep repeating this technique until Julius surrenders.



Take a swing with Excalibur at the three images of Julius during the first battle.



Wait for your Will Power Meter to fill before you counter Julius's monstrous attacks.



Julius never reappears where he disappeared, so wait on that spot for your meter to fill.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

KOBE BRYANT IN NBA COURTSIDE

Q: Can I break the backboard?

A: Nope.

Q: How do I do an alley-oop pass?

A: Position a player with a high dunk ability near the basket, then press the top C Button to pass the ball to him. If he's close enough, he'll slam it in.

AEROGAUGE

Q: What's the best AeroMachine in the game?

A: Any of the four vehicles that you win after you finish the GrandPrix in Expert Mode.

Q: How do I get the Turbo start?

A: Hold the A and B Buttons when the announcer says, "Set," and let go of the B Button as he says, "Go!"

ALL-STAR BASEBALL '99 GB

Q: Why do I get only one strike per out?

A: You have Play Mode set to "Quick."

Q: Which teams are the best?

A: We like New York, Florida, Atlanta, and Cleveland, but any team can win it all.

Q: Why won't my runners advance?

A: To advance, press the B Button and the direction of the desired base on the Control Pad.

EA SPORTS

NASCAR® 99

©1998 Electronic Arts

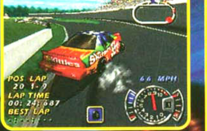
THUNDER ON THE N64

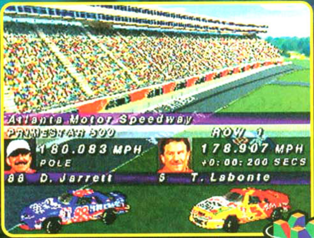
EA Sports' newest game for the N64 focuses on an American sport that's bigger than football, bigger than basketball and bigger than the national pastime, baseball. What is it? It's NASCAR, now celebrating 50 years of thunderous motorsports. If you're not a fan already, it's about time you picked up the pace car.

WHAT MAKES NASCAR SO COOL?

Is it the brightly painted cars, the blur of speed, the spectacular crashes or the pro drivers who race around the superspeedway ovals like they're on greased lightning? The appeal of NASCAR includes all of that, and the 96 megabit NASCAR '99 recreates it all for the N64. What's more, the video game simulation comes from a company that knows a thing or two about the sport since it sponsors the EA Sports #72 Monte Carlo. Our preview copy of the game shows the attention to detail that you get only from people with insider knowledge. From the license with 31 cars and drivers to the aerodynamics of drafting, NASCAR '99 puts you on the starting line of 18 Winston Cup Series races. We suspect that Jeff Gordon, the youngest NASCAR champion of the modern era, may soon have some virtual competition from N64 drivers.

OFFICIAL NASCAR

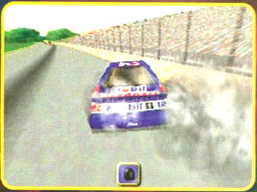




How real do you want it? EA Sports lets you be the judge with a set of eight NASCAR options. For instance, the true red, white and blue fan will thrill to the race length option that lets you set the race percentage on any track from one to 100% of the real race. For instance, at Talladega, a 100% race length would equal a cool 188 laps. We suggest going to the bathroom before you start. Other options include three damage settings, an equipment breakdown setting, choice of physics and AI settings, a yellow flag option, a MPH or KPH option, and a computer cars competition option.

SPEED

At 200 mph, steering doesn't feel the same as cruising along at 60 mph on the freeway. Centrifugal forces act on the car, pulling it outward. Even with the steeply banked turns of the ovals of NASCAR tracks, you'll feel the pull. NASCAR '99's 18 tracks include Atlanta, Bristol (day and night), California, Charlotte, Darlington, Indianapolis, Las Vegas, Martinsville, Michigan, North Carolina, Phoenix, Pocono, Richmond, Sears Point, Talladega, Texas, and Watkins Glen. Although NASCAR racing took place primarily in the southern United States in the last half-century, races have been held in 35 states and even in Canada and Japan. The real feel of the speed on real tracks is a big part of the thrill of this game, but other factors in the game also lend a hand, like nice graphics and realistic physics.


If you carry too much speed into a banked corner, you'll likely end up on the wall.

Too much speed can get you into trouble. That's the brakes.

Winning drivers use the drafting technique to slingshot to the front.

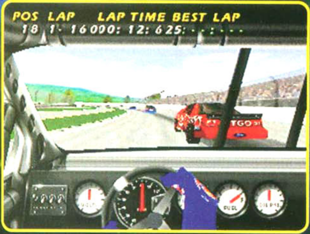
The starting line of cars can give you a big draft boost.

Speed is just part of a winning formula. Position is critical.

GEARED-UP GRAPHICS

The N64 NASCAR '99 development team included some virtual effects that you won't find in most video games. For instance, if you burn rubber or skid and leave your mark on the track, the tire marks will still be there when you come back around. Special effects like smoking brakes can actually blind you for a moment when you pass through a cloud. The game gives drivers multiple camera perspectives, including a cool driver's seat view that shows a working tachometer and other dashboard instruments. Background elements appear smoothly as you approach, and the grandstands look very realistic. You can even relive your brilliant maneuvers with an instant replay option.

POS LAP
8 1-5
LAP TIME
00: 07: 512
BEST LAP
76 MPH
POS LAP
LAP TIME
00: 07: 850
BEST LAP



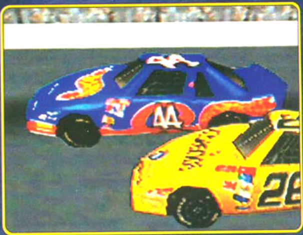
LAS VEGAS - U.S.A
NASCAR '99 lets you replay exciting moments of the race or stop the action.

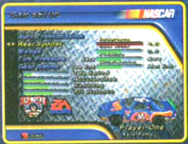
POS LAP
19 0- 111
LAP TIME
00: 17: 112
BEST LAP
153 MPH

CARS

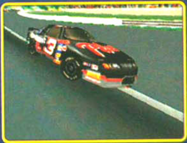
CHEVYS, FORDS, & PONTIACS

With a flaming Hot Wheels or a banana-yellow Cheerios logo on the hood, these cars have about as much in common with a stock GM or Ford car as the Pink Panther has to a house cat. But the great equalizer is that all of the cars in NASCAR '99 start off with the same attributes, so every car has a chance to win. That's particularly important in the two-player mode. Setup options include a menu in which you customize your settings for the transmission, rear spoiler, wedge, tire pressure and gear ratios. How these settings affect speed, acceleration, handling and pit distance is shown by graph bars below.

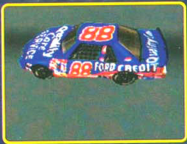




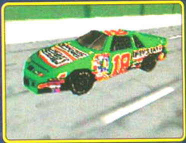
Watch the results of your adjustments on the lower graph bars.



Three stockcars are used in the Winston Cup, including a Chevy...



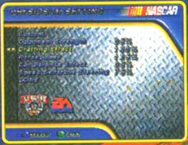
...a Ford



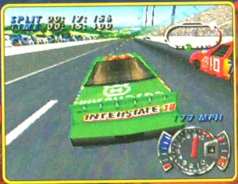
...and a Pontiac.

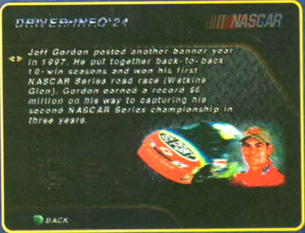
CUSTOMIZATION

If you really want to get down to the nitty gritty, you can also control five AI and physics settings individually. For instance, you can reduce opponent strength, which is like handicapping the CPU drivers. You can increase the drafting effect to get a bigger boost when you pass opponents. You can also increase (or decrease) your car's horsepower, the car balance effect, and the speed sensitivity of your steering. The two presets for all of these settings are Arcade and Simulation. In the custom option, it's all up to you.



Customize your car to optimize your driving strategies. If you prefer to draft the vehicles in front of you, tweak the game's drafting percentages so you're a blur when you slingshot past your opponents.



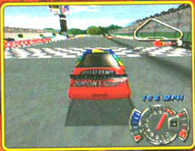


DRIVER INFO 24

Jeff Gordon posted another banner year in 1997. He put together back-to-back 10-win seasons and won his first NASCAR Series road race (Watkins Glen). Gordon earned a record $6 million on his way to capturing his second NASCAR Series championship in three years.

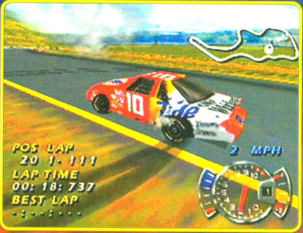
DRIVEN

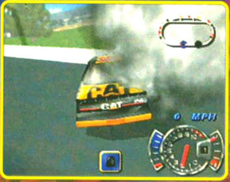
Our headline might sound like a sequel to Myst, but it accurately describes the men and women who drive cars at speeds approaching 200 mph for a living. They are driven to perform feats of skill, daring and strategy, week in and week out. EA Sports salutes this drive by including a Driver Info option for checking on your favorite drivers, or on your opponents. The bios include pictures of the cars and drivers and highlights of the 1997 season.

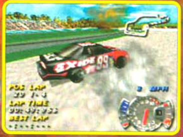


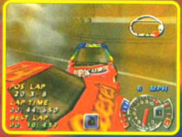
CRASHES

Although you may think that roll bars are placed in racing cars just to protect the driver, in fact the first roll bars in NASCAR racing were installed to stiffen the car chassis as much as to protect the occupant. The results were higher speeds and spectacular crashes from which drivers often walked away with just a few scratches. There's no denying that crashes are spectacular as well as horrifying, and NASCAR '99 captures the spirit of real motorsports by letting you flip, roll, lose parts, puncture tires, blow engines and wind up in a smoking heap beside the track. This may not be the first racer that shows car damage, but it may be the first to let you feel the damage. With the Damage option switched on, the Rumble Pak lets you know when your car is seriously wounded. In our quest for full disclosure, we smashed our cars head-on into CPU cars to test the crash characteristics of NASCAR '99. Our conclusion–excellent wreckage!



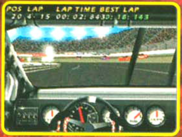




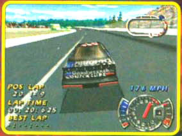


TRACKS

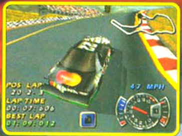
The tracks in NASCAR '99 fall into two categories: oval courses and road courses. Oval courses allow for high speeds while road courses test your driving skills on a winding track. Only two of the tracks are road courses–Watkins Glen and Sears Point–but every track presents a challenge from other racers.



Not all of the race takes place on the track. The pitstop is also key.



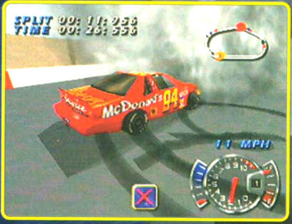
Ovals and triovals emphasize passing and strategic skills.



Road courses emphasize precision cornering skills, as well.

NO Fs IN NASCAR

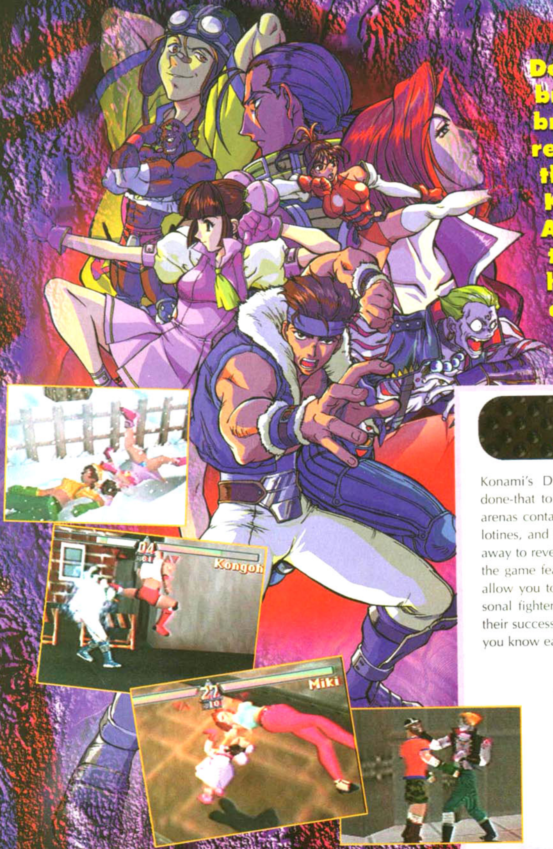
With so many racers either now or soon to be available for the N64, a game needs to do something different to be noticed. NASCAR '99 is the only stock car racer, the only racing sim featuring a popular American motorsport, and one of the most realistic racing games ever. Apparently you don't need an F-1 or F-Zero in the title if you want speed. All you need is an N64 and NASCAR '99.



™ and © 1998 Konami Co., Ltd.

DEADLY ARTS™

Do you want to brew up your own bruiser? Take in this recipe for creating the perfect foil for Konami's Deadly Artists. With some training, you'll have Deadly Arts down to a science.



THE ART OF AGGRESSION

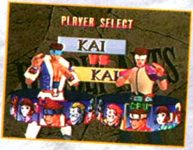
Konami's Deadly Arts isn't another been-there, done-that tournament fighter. In this 3-D brawler, arenas contain interactive obstacles like cars, guillotines, and tombstones, plus walls that can break away to reveal additional fighting space. Better yet, the game features a Character Edit Mode that will allow you to engineer the looks of your own personal fighters. You'll have to train them, too, and their success and survival will depend on how well you know each of the Deadly Artists.

FEATURES

- 1- and 2-Player Battles
- Team Battle
- Tag Battle
- Customizable Characters
- Controller Pak compatibility
- Rumble Pak compatibility

CHARACTERS

The Deadly Arts roster contains eight main fighters, plus additional boss characters that you must earn. For each character, we've recommended a pair of moves, which we think will be relatively easy to mash into your Controller to help you get out of most jams.



Simultaneously press the L and R Buttons while scrolling through the fighters to display their alternate outfits.

KEY
↑←→↓ Control Pad Ⓖ Guard
Ⓟ Punch Ⓚ Kick

KAI

Back Spin Combo
↓← Ⓚ Ⓚ

Flash Combo 2
↓→ ⓅⓀ →Ⓟ→Ⓟ

Kai is the most well-rounded of the fighters. As an opponent, he tends to have a slow response time, but when he does manage to squeeze in some hits, he'll do considerable damage. Use combos if you fight as him, since they're his strongest suit.

KYOYA

Killer Missile
→→ ⓅⓀ

Bloody Finisher
ⒼⓅ →→ Ⓚ

Beastly Kyoya battles using street savvy, and his brutal style will seem to lack sportsmanship. His trademark move is hitting opponents when they're down. The best way to get them there is with Kyoya's Killer Missile move.

KAORU

Arm Lock
↓Ⓟ↑ ⒼⓅ

Sen Rai 3
↓Ⓖ→ⓅⓅⓅ

One of the dirtier fighters, Kaoru will attack with throws and grapples. When he's not thrashing his foes, the skater will be on his guard. With his evasion skills, Kaoru is the ideal combatant to use for keeping close-combat fighters out of range.

KONGOH

Killer Head Butt
←→ ⒼⓅ

Hyper Giant Swing
←↙↓↘→ ⒼⓅ

By far the largest of the main fighters, Kongoh is also one of the strongest. Most of his moves involve his upper body, so stay low and crouch. Players who choose to use him will do best with his devastating throws and grabs.

MIKI

Swift Rush
Ⓟ→Ⓟ←ⓅⓅ

Energy Crush
ⓅⓅⓅⓀ

After dealing a few blows to Miki, jump back or risk being entangled in a combo. Her hands are fast, and most of her combos will involve a blur of fancy fistwork. Her kicks are quick, too, and they'll floor most foes after a combo.

SAKAI

Middle Crush Turn
↙ⓀⓀⓀ

Cannon Kick Combo
Ⓟ→ⓀⓀ

Tall Sakai's specialty is footwork, which gives him greater range than other fighters. Light on his feet, Sakai will kick fighters out of close-combat range. To avoid being licked by his kicks, fighters should use long-distance attacks as their offense.

SERINA

Sneak Side Brawl
→↓ Ⓚ Ⓟ

Slashing Round Combo
ⒼⓀ Ⓚ Ⓚ

The female contenders tend to be the faster fighters, and Serina is no exception. In addition to her speed, Serina's long-range fighting skills will make heads spin and roll. Her slide, sweep and jump attacks will swiftly earn her a victory.

AZAMI

Front Spring Attack
←→Ⓚ

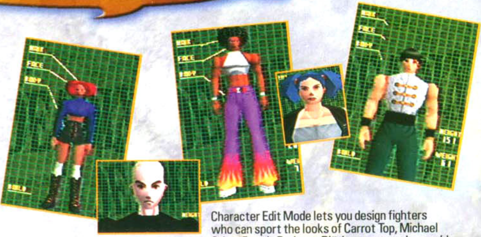
Ren-Geki Final
ⓅⓅⓅⓅⓅⓅⓅ

Azami fights using hyperactive gymnastics. The spitfire is speedy with her flips and kicks, and the only way to keep her on the defensive is to revolve around her as you fight. Since her combos are simple to execute, beginners will find her easy to use.

DESIGN A FIGHTER

IF LOOKS COULD KILL

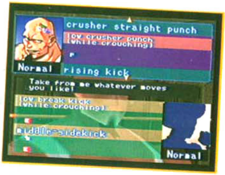
The standout feature of Deadly Arts is its Create-a-Fighter feature that allows players to build their own characters from the ground up. Choosing from a bank of hairstyles, faces, outfits, complexions and body types, you can mix and match parts to assemble a new fighter, whom you can train and eventually enter into Battle Mode competitions.



Character Edit Mode lets you design fighters who can sport the looks of Carrot Top, Michael Stipe, Dennis Rodman, Björk or anyone else you'd like to see in battle.

BASIC TRAINING

Once you've designed your fighter, give him or her a name, then enter your creation into Training Mode. Select the fighter you'd like to train under, then defeat your instructor in battle. By winning the fights, you'll be able to win special moves from your teacher. Your trainer won't always give out the secret, so you may have to score multiple victories to prove you're worthy of learning.

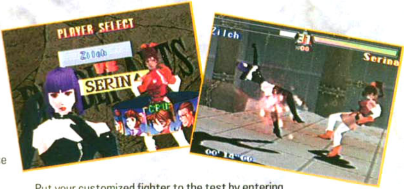

crusher straight punch
low crusher punch (while crouching)
Normal
rising kick
low break kick (while crouching)
middle-sidekick
Normal

Take from me whatever moves you like!

Your customized fighter can acquire dozens of moves by training under different fighters. Choose your moves carefully because your fighting repertoire will be limited.

INTO THE MIX

When your fighter has earned enough training experience, save your progress to a Controller Pak, then load your rookie to Battle Mode to enter the Deadly Arts competition. You can also pit your student fighter against another in 2-player Battle if the character is saved to a separate Controller Pak.



Put your customized fighter to the test by entering your creation into Battle Mode.

DEADLY SPECIALISTS

The regular fighters fall into three main categories: powerhouses, grapplers, and speedsters. Each type has its weakness, and by customizing characters who can exploit those inadequacies, you'll be able to design a team of specialists prepared for any situation.

VS. POWERHOUSES

Rudy
Kongoh

With their ability to do plenty of damage with a minimum of moves, Kongoh, Sakai and Kai qualify as powerhouses. To counter them, design a small lightweight who can quickly dodge their blows.

VS. GRAPPLERS

Clare
Kaoru

Grapplers Kaoru and Kyoya fight using a hands-on approach. Create a brawnier character to keep the grabby battlers at arm's length, and train under Kaoru to learn his defensive escape maneuvers.

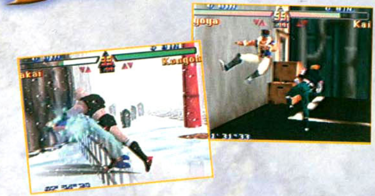
VS. SPEEDSTERS

Miki, Serina and Azami are the swiftest of the bunch, and once they get in close, they'll unload combo after combo. Counter with a lanky creation who can outreach them to keep them at bay.

FIGHTING FIT

INTERACTIVE ARENAS

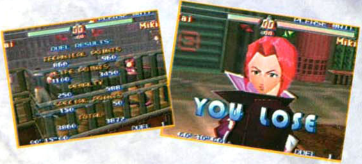
Deadly Arts takes place in 3-D arenas cluttered with interactive obstacles and breakaway barriers. What may begin as a fight confined to a single room can eventually become a battle fought in multiple areas if a fighter is thrown through a wall and into a neighboring room. In more deadly scenarios, walls may crumble to reveal drop-offs rather than annexed areas. In either case, the fighter who is launched into walls, cars, caskets or other obstacles will take more than damage than usual. And some objects can work in your favor, too. By fighting with your back against stacks of boxes or tires, you can reduce the damage you'd receive from a knockdown by cushioning your fall with the softer breakables.



Force your opponent into the arenas' obstacles to inflict more damage. The walls aren't just for breaking, either. By pressing the Control Pad diagonally up toward a wall, you can make your fighter perform an aerial kick from it.

THE POINT OF IT ALL

The matches are timed, and if the clock runs out before someone's been clocked, a winner will be declared based on a complex point system. Most fighting games reward the fighter who has the most "life" at the end of the round, but in Deadly Arts, the other scoring categories could put a critically wounded contender into the lead.



TECHNICAL POINTS

Basic moves can quickly drain an opponents' Life Meter, but unless a variety of combos and special moves are punctuating the punches, a high score won't be guaranteed. Technical Points are your style points, and humdrum technique won't earn many. Fight with flash and panache.

PENALTY POINTS

The scoring system isn't very forgiving, and any Penalty Points you rack up will be deducted from your score. The game's called Deadly Arts for a reason, and if you're not aggressive enough, you'll lose points.

LIFE POINTS

It's better to be a Deadly Artist than an almost-dead one. The Life Points category rewards fighters who avoid taking hits. If you emerge from your bout unscathed, you'll earn 5,000 points. Just make sure you didn't do it by cowering, or you'll pay in Penalty Points.

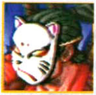
SPECIAL POINTS

The hardest category to score in is the Special Points consideration. In this area of judgment, fighters must prove their skill by getting in the first hit and performing other noteworthy assaults.

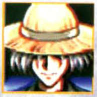
THE MAIN EVENT

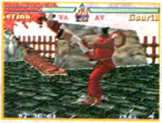
Once you've defeated the eight fighters competing in the normal Deadly Arts tournament ladder, you'll face off against the masked Gouriki. If you manage to defeat him, you'll spar against the deadliest martial artist of all, Reiji. The mysterious man in the hat attacks with the reflexes of a cobra, and just when you think you've got him figured out, he'll morph into a new opponent.

GOURIKI

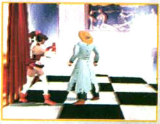


REIJI





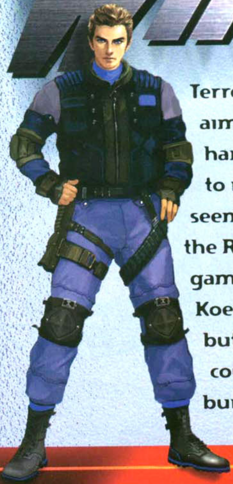
Once Gouriki has you in his clutches, he'll toss you like a rag doll then stomp on you as you helplessly struggle to come to. Surprisingly, simple, basic attacks will take him down. By attacking with rapid punches, you'll be able to keep the giant on the defensive.



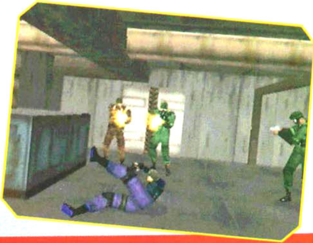
Reiji is fast, and once he gets started, he's hard to stop. Unload long combos on him to keep him from attacking. In round two, he'll morph, and you'll face his alter egos. Among them is savage Yami, a slow powerhouse, and myserious Hikari, a quick grappler.

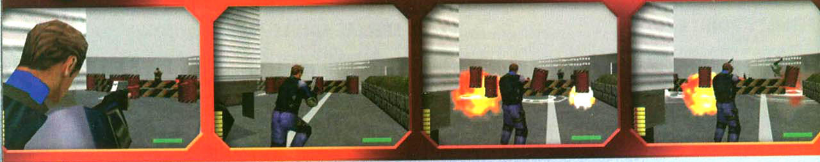
WINBACK

©1998 Koei Corporation



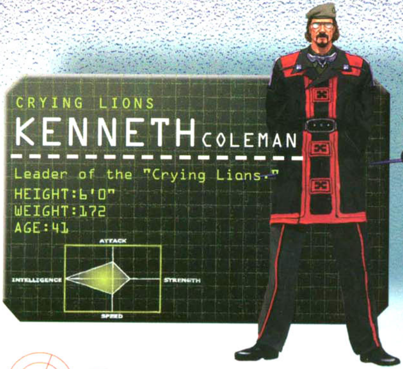
Terrorists have taken over a weapons satellite and aimed it at the earth. Assuming the task of single-handedly saving the world, a lone commando is left to rely on his wits and plenty of bullets. WinBack may seem out of place among the RPGs and strategy games that have been Koei's bread and butter, but this action shooter could be the company's burger with the works.





A NEW STRATEGY FOR KOEI

A third-person shooter is probably the last thing gamers would expect from Koei Corporation. Then again, WinBack promises to be more than just another exercise in hallway warfare. Combining the stealth and gunplay of GoldenEye 007 with the perspective and camaraderie of Mission: Impossible, WinBack is a considerable departure for a company founded on strategy and role-playing games like Aerobiz, Uncharted Waters and Romance of the Three Kingdoms. WinBack is Koei's attempt to get its foot in the N64 door with a more accessible game genre–action. Despite the category, WinBack does not betray Koei's RPG/sim pedigree. Developing strong stories, settings and characters has been Koei's specialty, and WinBack delivers a compelling drama. Enter hero Jean-Luc, separated from his fellow Strategic Covert Action Team (S.C.A.T.) members, out to single-handedly foil the Crying Lions terrorist organization from achieving global domination.

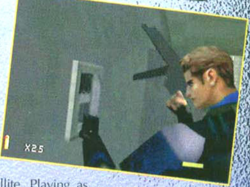


CRYING LIONS
KENNETH COLEMAN
Leader of the "Crying Lions."
HEIGHT: 6'0"
WEIGHT: 172
AGE: 41

ATTACK
INTELLIGENCE
STRENGTH
SPEED

CRYING LIONS
CECILE CARLYLE
Coleman's right-hand man
HEIGHT: 5'11"
WEIGHT: 150
AGE: 29

TERRORISM VIA SATELLITE



After years of leading a losing rebellion in his home country of Belcrest, Kenneth Coleman finally has the upper hand, and he's got the whole world in it. Aided by Cecil Carlyle, his cold-blooded right-hand man, Coleman leads a band of mercenaries to exact revenge on the nation of Argent. Earlier, Argent, a superpower, had quashed the anti-government efforts of Coleman and his "Crying Lions" terrorist group when it intervened to end Belcrest's civil war. For a time, Belcrest grew more stable, but now the entire world hangs in a precarious position. Tipping the balance is Coleman's possession of Argent's GULF Weapons System, a laser satellite capable of wiping out entire communities. By infiltrating the Space Development Center that monitors all satellites in orbit, the Crying Lions are able to control and cloak the whereabouts of the GULF satellite. Playing as Jean-Luc Cougar of Argent's S.C.A.T. commando squad, you must reach the SDC's tracking room either to regain control of the satellite or to sabotage the mainframes in order to disable it.

WINNING MOVES

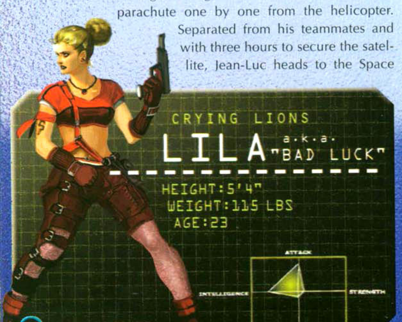
The mission to the Space Center spans four stages that combine multiple floors, open areas, and nearly 90 rooms containing oil drums, helicopters, train cars, and 18-wheelers. Lurking behind them may be terrorists or any of the ten or so boss characters. Like the soldiers in GoldenEye 007, enemies must hear or see you before they will be aware of your presence. Programmed with over 350 movements, Jean-Luc will be able to realistically creep, duck or roll out of their sight.

DEPLOYED TO DESTROY

She walks slowly and carries a big gun. "Bad Luck" Lila is the only female terrorist in the Crying Lions, and she watches over the entrance to the Space Development Center's main office area. With her 60mm machine gun set on the center's front doors, Lila expects a full-scale S.C.A.T. attack, but she'll meet up with only one of the operatives. After the Crying Lions announce their revenge on Argent, they begin to indiscriminately unleash the GULF satellite's wrath on the countryside but S.C.A.T. is on call for just such an emergency. Called into action by Argent's Secretary of Defense, the 10 members of the S.C.A.T. team, each specializing in a different field, take flight in their helicopter, but the trip is soon cut short. A bad omen in the form of fog and engine trouble forces the team to parachute one by one from the helicopter. Separated from his teammates and with three hours to secure the satellite, Jean-Luc heads to the Space Development Center to carry out the mission on his own. Cinema scenes will reveal much of WinBack's story, which is first told through flashbacks. As players fulfill their missions, defeat key enemies or reach certain checkpoints, cut scenes will unfold more of the story, which will vary depending on the player's performance. How quickly and successfully Jean-Luc secures a stage can affect the story's direction, and he'll be packing quite an arsenal to help him get to the top with a bullet.

SMART SOLDIERS

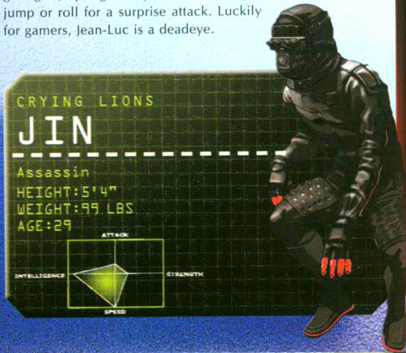
Handguns, submachine guns, flamethrowers and explosives will be at Jean-Luc's disposal, but his enemies will be just as lethal. They'll also be smart. Crying Lions assassin Jin will be one of the game's most intelligent boss characters, which isn't to say the regular enemies won't be crafty. Unlike most shooting games, WinBack won't assault with enemies who recklessly run into your line of fire. Instead, enemies will have a variety of artificial intelligence patterns to make soldiers lie low during gunfights, spring into point-blank range, or jump or roll for a surprise attack. Luckily for gamers, Jean-Luc is a deadeye.



CRYING LIONS

LILA a.k.a. "BAD LUCK"

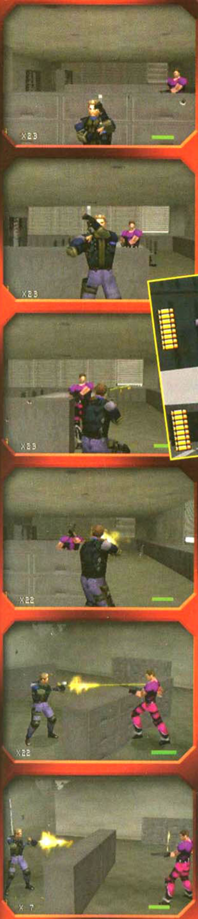
HEIGHT:5'4"
WEIGHT:115 LBS
AGE:23



CRYING LIONS

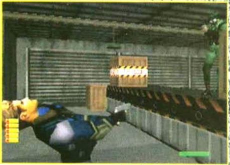
JIN

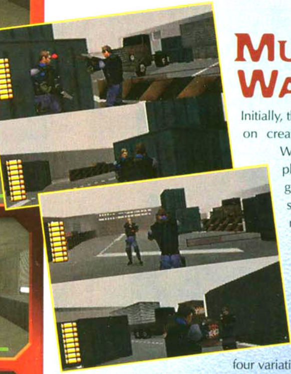
Assassin
HEIGHT:5'4"
WEIGHT:99 LBS
AGE:29



AIM MISBEHAVING

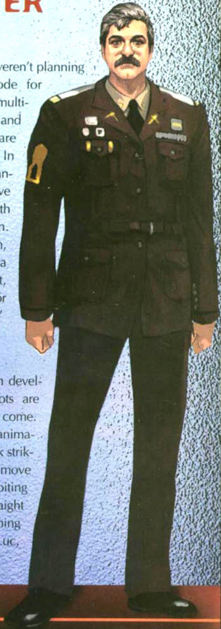
With "Bad Luck" Lila's machine gun fixed on his head, Jean-Luc rolls out of range, aims his gun, and hits his mark. WinBack will help gamers develop their marksmanship aim by equipping the game's arsenal with laser sighting. As in GoldenEye 007, precision aiming will be important, since head shots will inflict more damage than body and limb shots. Also like the Bond game, characters, including Jean-Luc, will respond with appropriate reactions suited to wherever they take a bullet. Just a single hit to the leg could drop Jean-Luc to his knees, while a hit to the arm could jolt his gun away from his target.





MULTIPLAYER WARFARE

Initially, the developers in Japan weren't planning on creating a multiplayer mode for WinBack. Nowadays, the multiplayer option is preferred and games without them are somehow lacking. In response to this new standard, the developers have revamped the game with a multiplayer option. According to them, WinBack will feature a one-on-one shootout, and possibly three or four variations of "capture the flag."



S.C.A.T. HITS THE SCENE

WinBack is still very early in development, so the screen shots are barely a taste of what is to come. Even so, the graphics and animation in the rough version look strikingly real, and the characters move naturally and smoothly, exhibiting stuntwork and acrobatics straight out of the action movies. Coming to a TV screen near you, WinBack should be deploying Jean-Luc, S.C.A.T., and explosive N64 adventure in February of 1999.

ARENA

Are you game?

THE CHALLENGES

THE TRIALS OF MR. VILE

Slosh through Banjo-Kazooie's Bubble Gloop Swamp to enter Mr. Vile's eating contest. Snap a photo of your best binge, then send it to Arena. If your score for any round is one of the highest we receive, you'll be feasting your eyes on some Power Stamps.

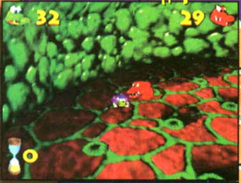
DEMOLITION COMPETITION

Go on an N64 rampage with George, Lizzy or Ralph to leave the world in a pile of rubble. Clobber buildings, scarf down bystanders and pound out a Godzilla-sized score for a chance to be one of Arena's record wreckers.

EAT MY PROTON DUST

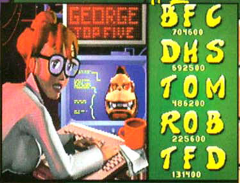
To coincide with the N64 update of F-Zero, the original version of the futuristic hovercraft racer is being rereleased by Nintendo. Take the Super NES game for a spin, then send us your best times for any course to see if you qualify as being Arena's king or queen of the road.

#1



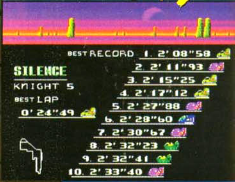
BANJO-KAZOOIE

#2

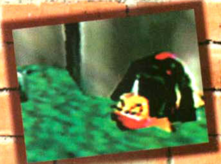


RAMPAGE WORLD TOUR

#3


SILENCE
KNIGHT 5
BEST LAP
0' 24"49
BEST RECORD
1. 2' 08"58
2. 2' 11"93
3. 2' 15"25
4. 2' 17"12
5. 2' 27"88
6. 2' 28"60
7. 2' 30"67
8. 2' 32"23
9. 2' 32"41
10. 2' 33"40

F-ZERO



HIDE + SEEK

This screen shot appears elsewhere in this issue. Do you recognize which game it's from?

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Chris Warren, Lecompton, KS	1,714
Michael Damiani, Plano, TX	1,713
Robert Hayes, Long Beach, CA	1,713
Andrew Kachani, Oceanside, CA	1,710
Kevin Pinnegar, Memphis, TN	1,708
John Cassidy, Westtown, NY	1,706
Angelo Lozano, Plymouth, IN	1,705
Robert Gould, Bronx, NY	1,701
Kevin Ries, North Bend, OH	1,697
Ryan Chase, San Jose, CA	1,696
Brian Olson, Albert Lea, MN	1,692
Joey Flores, San Jose, CA	1,689
Hanh Nguyen, Baldwin Park, CA	1,687
Arthur Edmunds, Flower Mound, TX	1,684
Corey Mattison, New Hartford, NY	1,681
Clifton Poli, Orlando, FL	1,681
Simon Dwan, Newhall, CA	1,680

SAN FRANCISCO RUSH

Best Lap Times for Track 5

Timothy Hartunian, Lakeside, MT	1:33.34
Jed Rivero, San Jose, CA	1:35.59
Brad Bournival, Manchester, NH	1:52.73
Eric Eliot, Kirkland, WA	1:56.97
Paul Yang, Victorville, CA	2:03.80

SAN FRANCISCO RUSH

Best Lap Times for Track 6

Jed Rivero, San Jose, CA	2:20.35
Charles Dascotte, Johnston City, IL	2:28.96
Eric Eliot, Kirkland, WA	2:29.38
Jonathan Ross, St. Louis, MO	2:40.04
Michael Yau, Pittsfield, MA	2:41.40
Paul Yang, Victorville, CA	2:42.34
Brad Bournival, Manchester, NH	2:42.85

TRY THIS!

Banjo-Kazooie Scavenger Hunt

To defeat Gruntilda, you must pay close attention to your surroundings or you'll fail the witch's wicked quiz. This Rusty Bucket Bay brainteaser will require you to pay even more attention to detail, so revisit the port to scout out the answers and discover that the bay harbors more than just an ol' rickety steamship.

① How many boats are in the area?

② On which side of the Rusty Bucket does the sun shine?

③ How many stove burners are in the galley?

④ What pattern appears on the captain's bedspread?

⑤ How many pillows are onboard the ship?

⑥ What appears on the buoy flag?

⑦ Which whistle sounds like an old jalopy horn?

⑧ How many Flight Pads are in the area?

⑨ Where is the Rusty Bucket's home port?

⑩ What is the grand total of egg tolls?

QUIZ

What's My Line?

So many catch phrases are being thrown at gamers, it's getting hard to keep those quotables in check. Take in the following earful of sayings to see if you can identify who said (or sang) what in which N64 game.

1) "Time for a little payback."

2) "Groovy."

3) "That guy's got a cannon."

4) "I lose more boyfriends that way."

5) "I hope you choke on my jokes."

6) "That one loosens up the sinuses."

7) "Shake! Shake!"

8) "I get knocked down, but I get up again."

Can you land your plane on the dinosaur's head in Diddy Kong Racing?
—A Twisted Challenge from Geoffrey Wallace of Molalla, OR

In GoldenEye 007, can you knock Trevelyan off the cradle using only your karate chop?
—A Twisted Challenge from Scott Richardson of Humble, TX

NAGANO WINTER OLYMPICS '98

Best Times for the Bobsleigh

Robert Coulson, Phoenix, AZ	0:42.07
Wil Workman, Pittsburgh, PA	0:52.25
Charlie Kinzer, Watseka, IL	0:52.54
Sean Metter, Concord, CA	0:53.35

NAGANO WINTER OLYMPICS '98

Longest K90 Ski Jumps

Josh Lipp, Mandan, ND	323.0
Cameron McDougall, New Westminster, BC	316.0
Charlie Kinzer, Watseka, IL	314.0
Kyle Houff, Luray, VA	309.5
Robert Coulson, Phoenix, AZ	309.0
Wil Workman, Pittsburgh, PA	309.0
Claude LeRose, Elmhurst, IL	302.0
Anthony Calabria, Easley, SC	299.0
Andrew Sargent, Columbia Heights, MN	295.0
Bob Drake, Goshem, NY	291.5
Sean Metter, Concord, CA	278.5
Aubrey Perry, Oklahoma City, OK	278.5

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Oct. 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 111

WHO AM I?: Link

PUTTING THINGS IN PERSPECTIVE
1. 1080° Snowboarding
2. Banjo-Kazooie
3. Duke Nukem 64
4. GoldenEye 007
5. Multi-Racing Championship
6. San Francisco Rush

MAY I BUY A VOWEL?
1) AeroGauge 2) Clue 3) Aladdin 4) Quake 5) Doom 6) Mace: The Dark Age 7) Zoop 8) Ogre Battle 9) Illusion of Gaia 10) Mega Man

Nintendo
N64
Game Boy
Super NES
TOUCHDOWN
1ST QUARTER
NEW YORK
ST LOUIS
2:00

NOW PLAYING

Your Power Guide To The Latest Releases

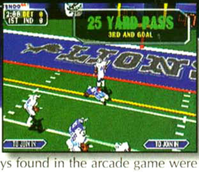
September 1998

NFL
BLITZ
10
MIDWAY

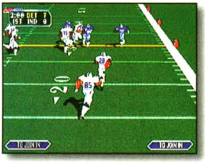
BLITZ

- Midway/128 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- Create-Your-Own-Play option
- NFL license

EVERYONE E CONTENT RATED BY ESRB


2:00 DET 0
1ST IND 0
25 YARD PASS
3RD AND GOAL
LIONS
TO JOIN IN
TO JOIN IN

Gruntin' on the gridiron.


2:00 DET 7
1ST IND 0
20
TO JOIN IN
TO JOIN IN

GRAPHICS Even though it's the first N64 game from Midway's Chicago development team, Blitz turned out great. They recreated the look, sound and feel of the hit arcade version of Blitz. Excellent camera movement keeps you focused on the ball and the action. Great player animation, particularly for celebrations and punishment after the play, adds to the fun.

PLAY CONTROL Just like in the arcade game, Blitz uses a simple control scheme that emphasizes speed over complexity. Even newbies will get into the action instantly.

GAME DESIGN All the features and plays found in the arcade game were included, plus the N64 version has Rumble Pak support and the custom Play Editor for creating your own plays.

SATISFACTION If you like football, and if you like fast, arcade action, you'll like Blitz. From the smooth graphics to the attitude of the play announcers, the presentation is first class. The game action is intuitive, intense and involving.

SOUND The comments and sound effects from the field add to the atmosphere of the game.

COMMENTS Scott–*One of the best arcade adaptations for the N64.* Terry–*It's more fun to play against a human opponent than the CPU.* Paul–*The addition of the Play Editor makes this a top sports pick.*

SCORES

- T-8.2
- S-8.1
- TM-7.6
- P-8.8
- SP-8.0

GRAPHICS=7.7 PLAY CONTROL=8.3 GAME DESIGN=8.2 SATISFACTION=8.5 SOUND=7.8

8.2

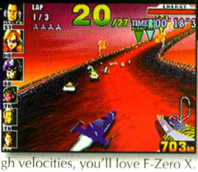
OVERALL RATING

F-ZERO X
A HIGH-SPEED RACE ACROSS THE GALAXY!

F-ZERO X

- Nintendo/128 Megabits
- 1 to 4 players simultaneous
- 24 tracks
- 30 vehicles
- 60 frames per second

EVERYONE E CONTENT RATED BY ESRB



The fastest N64 racer on–or off–the planet.

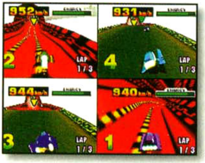
GRAPHICS Speed is everything in F-Zero X. The development team at Nintendo wanted the experience to be riveting, whether one person was playing or four. They succeeded. Multiple camera views allow players to pick their perspectives. The graphics are futuristic and clean.

PLAY CONTROL F-Zero X's greatest achievement may be the silky play control, even at the incredible speeds of the game. Like most Miyamoto and EAD products, making the play control intuitive is the number one job. For racers, this is as good as it gets.

GAME DESIGN The tracks are varied and full of surprises, including wicked jumps, inside-out tracks, and killer curves. Although some of the track names and themes were borrowed from the classic Super NES game, all the tracks in this game are new. The four-player mode is a huge addition to this sequel.

SATISFACTION If you enjoy racing or high velocities, you'll love F-Zero X. If you're expecting something radically different from the Super NES style of game, you may be disappointed.

SOUND Some of the tunes were borrowed from the original F-Zero. New music would have been better.

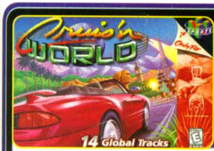


COMMENTS Scott–*The speed, variety and play control put F-Zero in a class all by itself.* Terry–*Fast! Fast! Fast! But I would've liked more detail in the backgrounds.*

GRAPHICS=7.8 PLAY CONTROL=8.3 GAME DESIGN=8.0 SATISFACTION=8.2 SOUND=7.5

8.0
OVERALL RATING

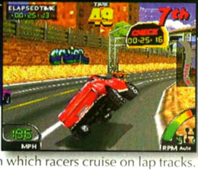
SCORES
E-7.3
S-8.0
SP-8.3
P-8.8
TM-8.3



CRUIS'N WORLD

- Nintendo/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- 13 tracks
- 12 cars (plus hidden vehicles)
- Cruis'n and Championship Modes

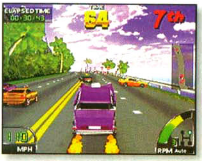
EVERYONE E CONTENT RATED BY ESRB



An arcade hit gets even better for the N64.

GRAPHICS Cruis'n World looks and plays better than Midway's arcade game thanks to a super effort by the development team at Eurocom. From excellent frame rates to textures that swap out at high speed to give a realistic motion blur, the second Cruisi'n game does it all.

PLAY CONTROL Cruis'n USA fans will notice the superior play control of this sequel at the very first turn. Handling is tight and smooth. Even better, drivers can make special moves, some of them spectacular.



GAME DESIGN The biggest difference between the N64 and arcade games is the addition of the Championship Mode, in which racers cruise on lap tracks. The options provide customization for just about everything you could want, including Rumble Pak options.

SATISFACTION Excellent graphics, play control, track variety, multiplayer races, special moves and options all add up to the best Cruis'n game ever.

SOUND Even the sound stands out. The music includes themes based on the geographic location of tracks. The sound effects are right on track, as well.

COMMENTS Todd–*There's a lot more to the game than I first realized. It gets tougher as you go.* Sonja–*It's not often that the sequel is better than the original, but this game is surprisingly good.* Ed–*The flip tricks are a cool addition, but I never had a real feeling of speed.*

GRAPHICS=7.4 PLAY CONTROL=7.9 GAME DESIGN=7.6 SATISFACTION=8.0 SOUND=7.9

7.7
OVERALL RATING

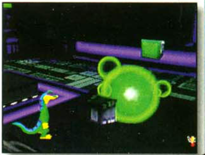
SCORES
T-6.2
P-8.0
SP-8.5
ED-6.6
TM-8.8

GEX 64
ENTER THE GECKO
MIDWAY

GEX 64: ENTER THE GECKO

- Crystal Dynamics/128 Megabits
- 1 player
- Controller Pak compatible
- 25 stages

EVERYONE E CONTENT RATED BY ESRB



Great Gexpectations!

GRAPHICS Gexcellent animation and lots of fun details fill every world. Gex himself has tons of attitude. The only problem comes from the camera position when you try to shift the view near walls.

PLAY CONTROL Gex feels a little skittish at the start, which might be expected from a gecko, but you'll learn to compensate for the looseness in a short time. After that, it feels very natural.

GAME DESIGN The mix of humor and action in widely varied worlds works very well in Gex. Regular stages give players several main tasks, but there are hidden goals, as well, plus bonus stages and boss stages.

SATISFACTION A two- or four-lizard mode would have been Gexciting, but we'll just have to live with a single Gex. Otherwise, Gex 64 pulls almost all the right strings. If there's any weakness, it's that few stages have a true white-knuckle challenge. The enemies aren't very smart.

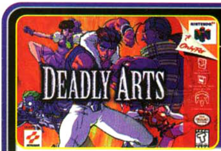
SOUND Dana Gould's comments are funny and sometimes surprising, but after repeat performances, eventually even these comments get old. The theme music is always well suited to the stage.

COMMENTS Scott–*Gexploration is the name of the game.* Paul–*I love the trashy, pop culture references.* Jason–*As slick as any non-Rare game can get. Banjo-lite.*

SCORES

- J-8.1
- TM-7.9
- P-8.1
- SP-7.8
- T-5.1

GRAPHICS=**7.7** PLAY CONTROL=**7.0** GAME DESIGN=**7.7** SATISFACTION=**7.7** SOUND=**7.7**



DEADLY ARTS

- Konami/96 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak Compatible
- Create-a-Fighter option
- Tournament, Team and Tag Modes

TEEN T AGES 13+ CONTENT RATED BY ESRB

Azami
25
Ke
00' 04" 75
DUEL 1

Does practice make perfect in Konami's Deadly Arts?

GRAPHICS Konami turned to the popular animé style of characters for this 3-D tournament fighter with the result that it looks like a lot of other fighters with very little to set it apart. That is until you create your own fighters and let your imagination run wild. Arenas have some nice details and fighters can interact with some background elements.

Sakai
14
Kong
00' 45" 93
DUEL 1

PLAY CONTROL You'll have almost as much luck mashing buttons as learning the long list of moves. Controller response is fast, but the game uses too few buttons and move selection can be confusing.

GAME DESIGN Deadly Arts includes several extra modes not normally found in tournament fighters, particularly the tag match. But the feature that really stands out is the Create-a-Player option. Although this type of option has become almost standard in sports games, this is the first time a tournament fighting title has one.

SATISFACTION The fighting is not exceptionally difficult or engaging, but the custom character option is cool. The awkward training mode makes it a chore to teach custom characters how to fight.

SOUND The music is not exceptional, but the quality is good. The sound effects seem unoriginal.

COMMENTS Scott–*The Create-a-Character Option isn't enough, but it's the only positive thing mentioned by all of our evaluators.*

SCORES

- E-6.0
- P-7.0
- S-6.4
- TM-7.7
- SP-6.3

GRAPHICS=**7.2** PLAY CONTROL=**6.7** GAME DESIGN=**7.0** SATISFACTION=**6.5** SOUND=**7.0**

KNIFE EDGE
NINTENDO 64

KNIFE EDGE

- Kemco/64 Megabits
- 1 to 4 players simultaneous
- Rumble Pak compatible
- 4 game modes

EVERYONE E ESRB

N64

SCORES

D-5.5

P-7.2

T-6.6

TM-7.5

SP-6.3

A nose gunner nightmare on Mars.

GRAPHICS The landscapes and enemies have a sharp, sci-fi look. Explosions and special effects also look cool. Since your Knife Edge fighter moves along a pre-set track, the camera angles are all set. The camera often jerks away from a target too fast and doesn't give you a straight shot.

PLAY CONTROL This game takes some getting used to, and even once you've figured out the basics, the speed of the game makes for a great challenge.

GAME DESIGN Knife Edge breaks ground on the N64 as the first forced-scrolling, shooter-on-a-track. Basically, it's a highly animated target-shooting game with a sci-fi theme. The multiplayer option is a nice extra.

SATISFACTION For players who want a shooting challenge, or for those who want a fast multiplayer game, Knife Edge fits the bill. Other players may be disappointed that they don't get to fly the spacecraft in missions. There's a feeling of just being along for the ride, even though you can select different paths.

SOUND The sound effects and music are good enough so that you won't turn them off, but not so good that you'll want a CD.

COMMENTS Scott–*I really wanted to fly the ship. Target practice on Mars just isn't enough.* Dan–*Mindless fun never got so mindless.* Todd–*Aiming is too difficult.* Jason–*It seems limited, but there's a sense of urgency.*

0 2.5 5.0 7.5 10

6.7

OVERALL RATING

GRAPHICS=**7.0** PLAY CONTROL=**7.2** GAME DESIGN=**6.2** SATISFACTION=**6.8** SOUND=**6.6**

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures

DAN-Action, Adventures, Sports

ED -Sports, Puzzles, Action

HENRY-Fighting, Action, Sports

JASON-Adventures, Action, Puzzles

PAUL-Fighting, Sports, Simulations

SCOTT(SP)-Sports, Simulations, Adventures

SONJA-Puzzles, RPGs, Fighting

TERRY(TM)-RPGs, Simulations, Puzzles

TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NO RATING NR Games that were released prior to the commencement of the ratings system are designated NR.

EVERYONE E ESRB	All Ages
EARLY CHILDHOOD eC ESRB	Early Childhood
TEEN T ESRB	Teen (13+)
MATURE M ESRB	Mature (17+)
ADULTS ONLY AO ESRB	Adult (18+)

Buck Bumble

The buzz begins

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

NHL '99

It's hockey season already?

PENNY RACERS

Finally, a racer that makes cents.

EXTREME-G 2

Probing Extreme-G 2.

GLOVER

Hands on Hasbro's first N64 title.

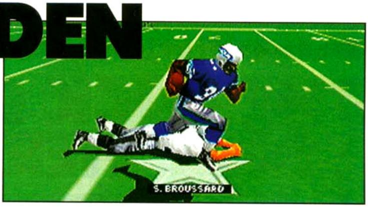
USA INVADED BY POKéMAN

NINTENDO TAKES BLAME

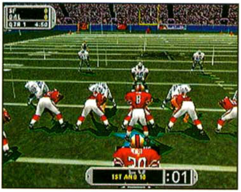
TOPEKA, KANSAS – Sightings of strange creatures in the vicinity of Topeka, Kansas have been identified as the precursors to an invasion of Pokémon in North America. These cute but mysterious creatures from Japan are the first in what is expected to be a tidal wave of Pokémon to arrive this fall. According to Gail Tilden, Nintendo's Supreme Commander of Pokémon forces in North America, the full-scale invasion will begin on August 27th and escalate over the following month until the red and blue Game Boy Pokémon games are released at the end of September. Why begin an invasion in Topeka? "In the Pokémon language," Commander Tilden explains, "Topeka is translated as Topeka-chu. It just seemed a natural place to start." Meanwhile, an unnamed source at Nintendo of America has revealed the top secret invasion plans, including primary targets. Ten special VW Beetles disguised to look like a Pikachu–a character that will be starring in the Pokémon animated TV series beginning on September 7th–will spread across the United States, heading for ten strategic urban locations including Topeka, Tampa, Boston, Atlanta, Denver, Minneapolis, Dallas, San Francisco, Los Angeles, Cincinnati and Seattle. Citizens are urged to approach these seemingly friendly invaders with caution. "It takes courage, dedication and a lot of Game Boy hours to capture all 150 Pokémon," advises Commander Tilden. Therein lies the great potential of a Pokémon invasion. There are simply so many of the creatures to collect that people will likely become obsessed, as they have in Japan. In little more than two years, that island nation has been reduced to a state of Pokémon preoccupation. Could it happen here? "We hope so," says Tilden. "Our allied invasion force also includes promotions with KFC, bean bag Pokémon, and collectible figures from Hasbro." So the million dollar question is, can anything stop this invasion? We asked Pikachu, the star of the Pokémon TV show, to comment. Mysteriously, it replied, "Pika pika!" We fear the beginning is near.

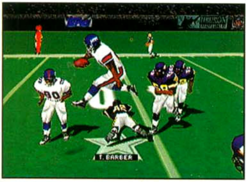
> **"It takes courage, dedication and a lot of Game Boy hours to capture all 150 Pokémon."**
>
> **—Gail Tilden, Supreme Commander of Pokémon**

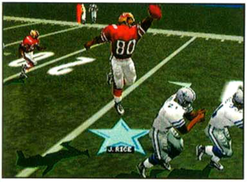
NO MORE MISTER NICE MADDEN



EA Sports learned a hard lesson last year with the release of its first Madden football game for the N64. You can't make it in the dog-eat-dog business of sports video games without the official licenses. In the football wars last year, Acclaim's NFL Quarterback Club '98 cleaned up, in large part because it offered all the goodies. Madden 64, based on the longtime leading football series in the industry, lacked the NFL license. In spite of its good reputation and excellent play, Madden 64 was outsold by a large margin.

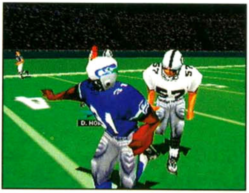


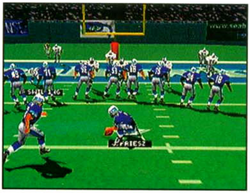




A Madden future

This year, with Madden NFL '99, all of that has changed. EA Sports has pulled out all the stops to recapture its traditional leadership in the video game football category. The EA Sports team, and the developers at Tiburon, have included all the licenses you could want, plus hi-res graphics, more game modes than ever before, the best play selection options around, and animation that is as smooth and realistic as the action in World Cup Soccer. Every character moves with ultra-realistic animation that reflects the play called and the situation on the field. When you check out a play in Instant Replay Mode, you'll see that players take every step, lean into their blocks and leap to catch passes. The smooth-skinned models are so real that you almost feel as if you could touch them. For the ultimate realism, though, put yourself in the middle of the action with the helmet-cam view. You may not win a lot of games this way, but you can practically feel the punishment. In fact, with a Rumble Pak plugged into your controller, you can feel it.





Mode meltdown

There are so many modes and options in Madden NFL '99 that you may spend days just trying them all. Game modes include exhibition, season, custom season, franchise, tournament, fantasy draft, and practice. The Franchise Mode lets you guide a team over a number of seasons, so you can build a dynasty to rival the 49ers, Packers or Cowboys of recent years. The Practice Mode puts you on the field in a practice facility where you can run plays against a CPU defense until you master them. Both of these modes are great improvements to this year's game. As for team selection, in addition to the current NFL squads, you can select from more than 60 of the best teams in history, back to the 1964 Browns.

Play-by-Play

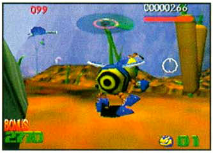
But the real test takes place on the field, and that's where the new Madden truly shines. As always, the play selection and play control are intuitive and sharp. Players can set up their favorite Controller configurations and game settings, then save the profile on a Controller Pak. Madden NFL '99 supports both the Controller Pak for saving seasons and other data and the Rumble Pak for direct feedback. The AI on the field may be the most impressive part of the game, since every character on offense and defense seems to carry out assignments and react to the play as it develops. To sum up, Madden is back and the football wars have just begun.

This year it really is in the game.

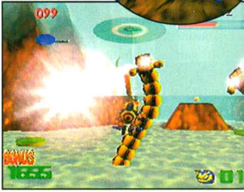
Pak Play

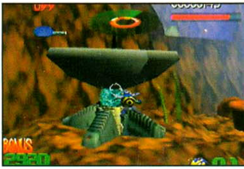
Hands-on previews of upcoming games.

THE BUCK BUMBLE STOPS HERE

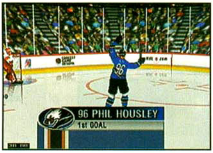


Buck Bumble from Ubi Soft is no ordinary bumble bee, nor is it an ordinary N64 game. The mix of exploration, aerial battles, humor and adventure makes for a truly captivating game. Recently, we played a nearly finished version of Buck Bumble and found that it exceeded our expectations on virtually every front. Buck can carry up to eleven weapons, such as a fusion cannon or guided missiles (which you can guide on screen), as he seeks to destroy the invading herd of alien insects. Missions consist of clearing 3-D areas of enemies, opening doors, finding secrets and solving puzzles. The levels take place in a garden, a forest, a house and subterranean tunnels. The environmental scale is bee-sized, of course, so human implements appear huge. The action involves everything from hunting down herd enemies and destroying their high-tech bases to lapping up nectar in order to restore Buck's energy. We'll have a full preview of Buck Bumble next month, preceding the game's release in November.



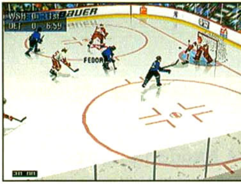


EA SPORTS ON THE ICE AT LAST



The N64 version of NHL '99 is on the way, and it looks like a formidable challenger to the Gretzky dynasty, although it's more of true simulation. The development team at EA Canada sent Pak Watch a preview version of the game that looked better than most finished games. The animation looks like televised action, a result of EA's motion-capture of NHL players such as Markus Naslund, Mattias Ohlund and Donald Brashear, of the Vancouver Canucks, and Mike Sillinger and John Vanbiesbrouck, of the Philadelphia Flyers. The AI seems realistic because it's based on the insights of Stanley Cup-winning coach Marc Crawford. And the voice-over sounds realistic because ESPN commentator Bill Clement adds some of the most enthusiastic play announcing in any video game. Other features include analog control, 27 NHL arenas, Controller and Rumble Pak support, 18 top international teams, one- to four-player matches, expansion draft for the Nashville Predators, hot and cold streaks for players during a season, multiple game strategies that can be accessed during game play and a ne

Beginner Level that makes NHL '99 a sna

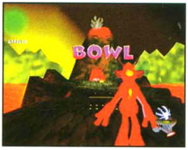


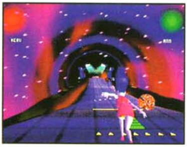
to learn. EA Sports plans to release NHL '9

in November. It's going to be hard t

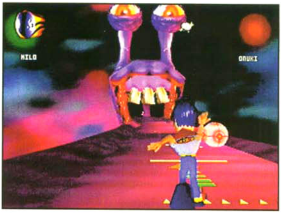
wait that long.

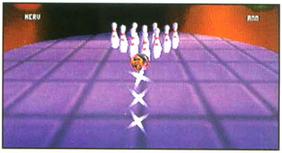
BOWLING GETS AN INTERSTELLAR BOOST





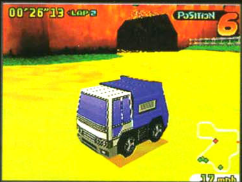
Milo's Astro Lanes combines one of America's favorite family sports with a nutty cast of aliens, robots and humanoids. The result of this mix for this N64 title from Crave Entertainment is beginning to look promising, particularly because of special items that alter the bowling ball and an innovative multiplayer mode. The use of items that can shrink, expand, or in other ways warp the ball gives players an added strategy. That's particularly important since many of the lanes in Milo's are seriously warped themselves, featuring pits, bumps, and other obstacles. In an exclusive Nintendo Power play test of a pre-alpha version of the game, Milo's creative director and designer from Player 1, George Weising, enthusiastically demonstrated the range of the madness. We were most impressed with the use of special items in the multiplayer mode. Here's how it works: players attempt to gather special item stars when they appear on the lanes. While the player is bowling, they can use the items to enhance their chances of getting a strike or a spare. But when one of the other three players is bowling, the items belonging to the remaining players turn into anti-specials that can be used to mess up the current bowler's throw. The current bowler can counter these wicked attacks by using one of his or her own specials. So in addition to the exacting physics of bowling, including power and spin, Milo's players must contend with bowling balls turning into marbles and goo on the lane. Bowling may never be the same.

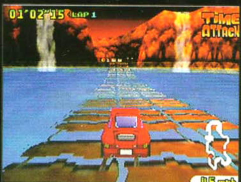


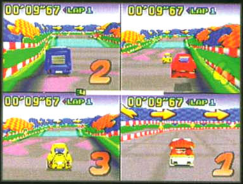


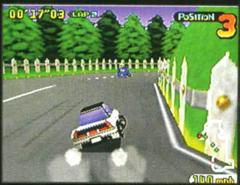
A PENNY FOR YOUR TOTS

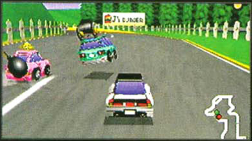
THQ's Penny Racers appeared on the Pak Watch doorstep like a little lost puppy–completely unexpected, but cute, fuzzy and fun. The game sports toyish cars based on the Penny Racer line of mini-vehicles. It also features cartoonish graphics in settings such as a port town and the mountains. The racing takes place at a slower pace, making it ideal for younger players. But the best part of this fall release is the presence of a track editor. Players can build entire tracks and save on Controller Paks. They can place the curves, slopes, puddles and obstacles, then take their custom tracks to a friend's house to give them a challenge. Penny Racers may not move at the speed of F-Zero X, but it goes where no other racer has gone to date.











It makes cents for the N64

Pak Focus

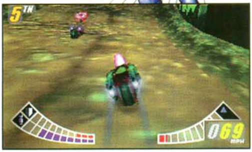
Behind the scenes of game development

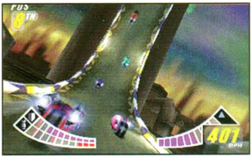
Acclaim CHARTS A NEW COURSE

Since the release of its first N64 title, Turok: Dinosaur Hunter, the once-floundering Acclaim has charted a new course for itself and game publishers throughout the industry. Less than two years later, Acclaim stands atop the video game world, rubbing shoulders with Rare and Nintendo. Gamers now expect Acclaim to produce hits like Turok, Forsaken, All-Star Baseball, WWF Warzone and NFL Quarterback Club '98 as a matter of course. So how did a company once known for big licenses and big duds gain such a golden reputation? A large part of the answer comes from Acclaim's super studio system.

Five is better than one

"Acclaim has five development studios in Texas, Utah, New York, and two in England," explains Gregory Fischbach, Cochairman and president of Acclaim Entertainment. "All of the studios work together to create product. The really great thing about our structure is that when a new technology is developed for one game, it is shared with all the studios and incorporated into other games." In recent visits to Iguana, Iguana West and Probe, your Pak Watch reporters witnessed a remarkable exchange of ideas and technologies between the studios, just as Gregory described. In all, Acclaim now has over 450 development people located at the five studios. That's more development people than at Rare and Nintendo's EAD group combined. But what the Acclaim studios have in common with Rare and Nintendo is the ability to find talented programmers, designers and artists, without which the creation of great games isn't possible.



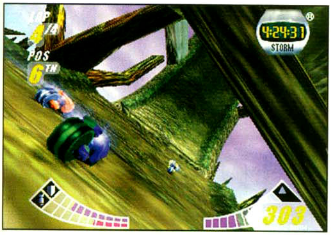


Probe's Extreme-G 2 development team set out to make the game faster and friendlier. The creation of wider tracks was a big improvement.

For the record

When you think of Acclaim, you don't think of titles such as Super Star Wars, Aero the Acro-Bat and NCAA Basketball, but the studios in the Acclaim family were responsible for all of these hits. They used to develop games for

The Extreme-G 2 graphics are awesome, but one of the best features—the sound—can't be shown in a screen shot. In this year's game, players can break the sound barrier on their bikes, causing an audible shift in the sound. It's another way of giving players a sense of incredible speed.



The new tracks pass through cities, ruins, and even a jungle. Tracks will have jumps, loops, weapon upgrades and secret shortcuts. There's also a new map feature and a rearview mirror.

every platform, but no more. "Turok: Dinosaur Hunter really opened our eyes with regard to the capabilities of the Nintendo 64," confessed Gregory Fischbach. "For the first time ever we were able to take a first-person shooter out of the dark and gloomy corridor and into a lush and colorful jungle setting. Following Turok, the Nintendo 64 quickly became our developers' system of choice." With WWF: Warzone, NFL Quarterback Club '99 and Turok 2 ready to set new sales records this fall, it looks like Acclaim has become the publisher of choice for N64 gamers.

> **"The really great thing about our structure is that when a new technology is developed for one game, it is shared with all the studios and incorporated into other games."**
>
> **—Gregory Fischbach, cochairman and president of Acclaim Entertainment**

So where's East Croydon?

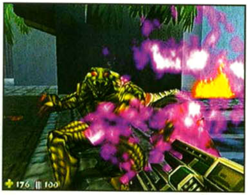
East Croydon–a suburb south of London–is where Probe Entertainment makes its home. There in a modern office building, one of two British studios in the Acclaim family is busily finishing Extreme-G 2. In a recent visit, we asked the team about their experiences working within the Acclaim studio structure. The development team said that programmers share code, special tools and knowledge of the N64 and its many secrets. Artists may lend a hand where it's needed as a project nears completion. And games are play-tested by the other studios to provide critical feedback to the designers. The sharing of resources, talent and knowledge, combined with some of the best programming talent on both sides of the Atlantic is a hard combination to beat.

Extreme improvements

In practice, the studio concept has paid off with great titles. Extreme-G 2 is a case in point. The development team at Probe sent out versions of the game to the other studios for feedback, and they've used the comments they received to make the game better. This year's Extreme-G features greater depth, new bikes and weapons, better play control, a vastly improved multiplayer mode, more animation around the tracks and a cast of unruly characters to drive the extreme machines. Each of the three tracks has three variations, so players actually have 36 tracks to master–that's about three times the depth as last year's game. The tracks themselves have been widened to accommodate the high speeds of the bikes–another request of testers–and the camera AI makes subtle adjustments to help players see around corners. Other touches include rich, ambient sound effects and great lighting effects. This is a highly refined Extreme-G, and the studio structure helped the team finish it in less than 12 months.

Well-deserved Acclaim

The result of Acclaim's expert management of the studios is another extraordinary crop of games headed your way this fall. With this kind of success, we will certainly see other publishers attempt to put together their own super studio systems. Soaring development costs and advancing technology make it difficult for small developers to survive. Thanks to Acclaim, we've seen how big companies can maintain the creativity and dynamics of close development groups.



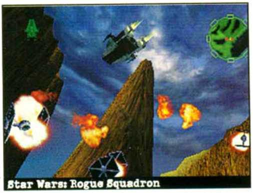
At Iguana Entertainment, Turok 2 is nearly done. It's expected to be one of the biggest hits of the year, suggesting Acclaim is right on target.

Pak Peeks

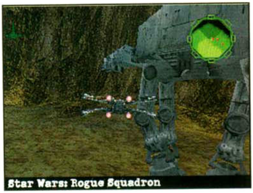
What's breaking in the world of games.

Rogues' paradise

Lucasarts sent us a couple of exclusive screen shots of Star Wars: Rogue Squadron featuring intense fighter action. Lucasarts, and Factor 5-an N64 developer located in Germany and San Rafael, California-are pulling out all the graphic and audio stops for this December release. With some of the coolest looking spaceship models in the gaming world, excellent special lighting effects, and the most powerful soundtrack imaginable, Rogue Squadron promises to be an incredible play.



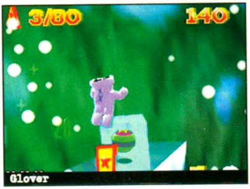
Star Wars: Rogue Squadron



Star Wars: Rogue Squadron

Give Hasbro a hand

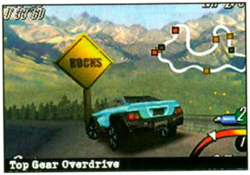
Hasbro Interactive's first N64 game may well turn into the surprise action hit of the fall. GLOVER is a little guy who comes to life when a wizard drops his glove into a magical cauldron. Then the wizard falls into a hole and only GLOVER can save him. To do that, GLOVER must recover a bunch of gems, which have turned into beach balls. Okay, so it all sounds a little silly. But the game is full of variety and definitely worth a look. The fun part is figuring out the many ways that GLOVER can carry, push, throw, dribble and otherwise transport the ball through stages filled with obstacles, enemies and collectible items. The development team at U.K.-based Interactive Studios seems to have mastered the N64 in record speed. Let's give 'em a hand.



Glover

Shift into overdrive

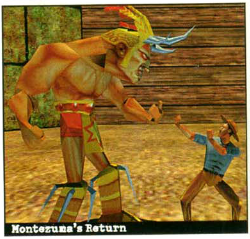
Our most recent look at Top Gear Overdrive showed beautifully rendered road courses full of flowing waterfalls, specular highlights, and interactive backgrounds. Overdrive will have other arcade elements, as well, such as Nitro boosts and cash that you can use to upgrade your car or buy a new model. Since this racer is due for release in November, the team at Snowblind should be shifting into overdrive right about now.



Top Gear Overdrive

Utopian dreams

A new N64 developer called Utopia Technologies out of Dallas and the Big Apple is working on several games, including Montezuma's Return shown here. The idea behind Monte is that you are a sort of Indiana Jones hunter of antiquities, particularly those left by the ancient ruler of the Aztecs. The game takes place in interactive 3-D environments featuring first-person action. But this isn't your standard shooter. In fact, it's not a shooter at all, but more of an adventure featuring platform action and a range of movements, puzzles, obstacles and enemies. Since Utopia is looking for a publisher, there is no release date set at this time. But it looks like a sure bet that Montezuma will return soon.



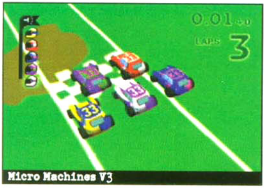
Montezuma's Return

News wrap-up

Let's start off with Mickey Mouse. Capcom's first N64 title will be Magical Tetris Challenge Featuring Mickey. The Tetris-based puzzle game will feature other Disney characters, as well, such as Minnie Mouse, Donald Duck, Goofy and bad guys like Pete and the Big Bad Wolf. The game, which Capcom hopes to release by the end of the year, is virtually finished and includes both Puzzle and Vs. Modes. In a related update, it seems that the volatile tale of Gametek's Robotech is finally over. Capcom was going to distribute the game, but Gametek has closed up shop, which suggests that Robotech: Crystal Dream is finally dead. RIP.

On a cheerier note, Crave Entertainment is just gearing up to develop and publish a truckload of N64 and Game Boy titles over the next year. On the N64 side, Virtual Pool 64 is deep in development and on-schedule. Crave also plans to develop N64 games based on Asteroids and Battlezone for a late '99 release. On the Game Boy Color front, Crave is working on Gex 3-D and Pitfall 3-D, plus six more titles for 1999. We should have some pics on Pool, Gex and Pitfall next month.

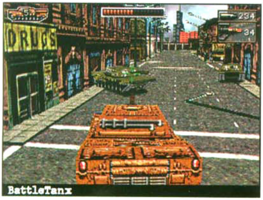
Midway also has a herd of games on the way, including Micro Machines V3. We saw an early version of the diminutive racer, which takes place in an oversized world with teensy weensy cars.


Micro Machines V3

You'd think that Titus would have its hands full with Roadsters '98 and Superman, but the company recently announced that it will also publish Jungle Bots for the N64 in the first quarter of '99. On the Superman front, it now looks as though the release date will be mid-November. The first shipment of Superman will be a collectible edition featuring an original comic from DC Comics.

Can there ever be enough Bust-A-Moves? Apparently not. Acclaim has finished Bust-A-Move 3 for the N64, which features a new four-player option and all-new puzzles.

And finally, from 3DO, which is now a multiplatform developer, BattleTanx has rumbled onto the scene with some interesting scenes showing urban devastation. BattleTanx will feature single and multiplayer modes, including a four-player battle royale.


BattleTanx

WCW/NWO Revenge

THQ

Extreme-G 2

Acclaim

Micro Machines V3

Midway

Tonic Trouble

Ubi Soft

Fighting Force

Eidos

S.C.A.R.S.

Ubi Soft

RELEASE FORECAST

N64

AIR BOARDING USA	FALL '98
BLITZ	FALL '98
BODY HARVEST	FALL '98
BUCK BUMBLE	FALL '98
BUST-A-MOVE 3	FALL '98
CASTLEVANIA	FALL '98
CHARLIE BLAST'S CHALLENGE	FALL '98
DUEL HEROES	FALL '98
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FALL '98
EXTREME-G 2	FALL '98
FIGHTING FORCE	FALL '98
FOX SPORTS COLLEGE HOOPS '99	FALL '98
GLOVER	FALL '98
HARRIER 2000	FALL '98
HYBRID HEAVEN	FUTURE
IGGY'S RECKIN' BALLS	FALL '98
JUNGLEBOTS	WINTER '99
LEGEND OF ZELDA: OCARINA OF TIME	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MADDEN NFL '99	FALL '98
MAGICAL TETRIS CHALLENGE FEATURING MICKEY	FALL '98
MICRO MACHINES V3	FALL '98
MILO'S ASTRO LANES	FALL '98
NASCAR '99	FALL '98
NBA JAM '99	FALL '98
NFL QB CLUB '99	FALL '98
NHL '99	FALL '98
NHL BREAKAWAY '99	FALL '98
O.D.T.	WINTER '99
PENNY RACERS	FALL '98
RAYMAN 2	FALL '98
ROADSTERS '98	FALL '98
ROGUE SQUADRON	FALL '98
RUSH 2	FALL '98
S.C.A.R.S.	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	WINTER '99
SILICON VALLEY	FALL '98
SPACE CIRCUS	FALL '98
STARCRAFT	FUTURE
SUPERMAN	FALL '98
SURVIVOR: DAY ONE	FALL '98
TONIC TROUBLE	FALL '98
TOP GEAR OVERDRIVE	FALL '98
TUROK 2: SEEDS OF EVIL	FALL '98
TWELVE TALES: CONKER 64	FUTURE
TWISTED EDGE SNOWBOARDING	FALL '98
VRALLY	FALL '98
WCW/NWO REVENGE	FALL '98
WINBACK	FALL '98
WIPEOUT 64	FALL '98

Game BOY

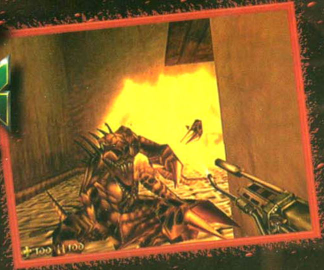
A BUG'S LIFE	FALL '98
BOMBERMAN POCKET	FALL '98
CONKER'S POCKET TALES	FALL '98
DÉJÁ VU 2	FALL '98
DISNEY'S MULAN	FALL '98
GAME & WATCH GALLERY II	FALL '98
GEX 3D	FALL '98
NBA JAM '99	FALL '98
PITFALL 3D	FALL '98
POKéMON	FALL '98
POWER BATTLE	FALL '98
QUEST FOR CAMELOT	FALL '98
RUG RATS	FALL '98
SHADOWGATE CLASSICS	FALL '98
SMALL SOLDIERS	FALL '98
SPAWN	FALL '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98
YODA STORIES	FALL '98

Coming Next Issue...

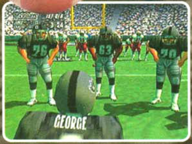
Volume 113 October 1998

The Lost World beckons...and you know you can't refuse. Next month, open our Turok 2 survival kit and prepare to be blown away by the game's new weapon arsenal and deadly Dinosoid armies.

TUROK 2



NFL QUARTERBACK CLUB '99 AND MADDEN NFL '99



Last year we asked the pros at Nintendo whether they thought QB Club or Madden was the better gridiron game for the N64. With the new season upon us, and the upcoming release of Acclaim's NFL Quarterback Club '99 and EA Sports' Madden NFL '99, we're asking them to score this year's crop. Watch the turf fly as the experts sound off–it's better than a quarterback controversy.

WCW/NWO REVENGE

You might have been the World Heavyweight Champion in WCW VS. NWO World Tour, but that was last year! The stars of the WCW and the renegades from the NWO are back looking for revenge in THQ's latest and possibly greatest wrestling sequel.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. BioFreaks
7. Blast Corps
8. Blitz
9. Bomberman Hero
10. Bomberman 64
11. Bust-A-Move 2
12. Chameleon Twist
13. Chopper Attack
14. Clay Fighter 63 ⅓
15. Cruis'n USA
16. Cruis'n World
17. Dark Rift
18. Deadly Arts
19. Diddy Kong Racing
20. Doom 64
21. Duke Nukem 3-D
22. Extreme-G
23. F-1 Pole Position 64
24. F-1 World Grand Prix
25. F-Zero X
26. FIFI Road to World Cup '98
27. FIFA Soccer 64
28. Fighter's Destiny
29. Flying Dragons
30. Forsaken
31. Gex 64: Enter the Gecko
32. GoldenEye 007
33. GT 64 Championship Edition
34. Hexen
35. Iggy's Reckin' Balls
36. International Superstar Soccer '98
37. International Superstar Soccer 64
38. Jeopardy!
39. Killer Instinct Gold
40. Knife Edge
41. Kobe Bryant in NBA Courtside
42. Mace the Dark Age
43. Madden 64
44. Mario Kart 64
45. Mike Piazza's StrikeZone
46. Mischief Makers
47. Mission: Impossible
48. MLB Featuring Ken Griffey Jr.
49. Mortal Kombat 4
50. Mortal Kombat Mythologies: Sub-Zero
51. Mortal Kombat Trilogy
52. Multi Racing Championship
53. Mystical Ninja Starring Goemon
54. Nagano Winter Olympics '98
55. NBA Hangtime
56. NBA in the Zone '98
57. NFL Quarterback Club '98
58. NHL Breakaway '98
59. NHLPA and NHL Present Gretzky's 3-D Hockey '98
60. Olympic Hockey Nagano '98
61. PilotWings 64
62. Quake
63. Rampage World Tour
64. Robotron 64
65. San Francisco Rush: Extreme Racing
66. Snowboard Kids
67. Star Fox 64
68. Star Wars: Shadows of the Empire
69. Super Mario 64
70. 1080° Snowboarding
71. Tetrisphere
72. Top Gear Rally
73. Turok: Dinosaur Hunter
74. Virtual Chess 64
75. Waialae: True Golf Classics
76. War Gods
77. Wave Race 64
78. Wayne Gretzky's 3-D Hockey
79. WCW Vs. NWO: World Tour
80. Wetrix
81. Wheel of Fortune
82. World Cup '98
83. WWF: War Zone
84. Yoshi's Story

Super NES

85. Aaahh!!! Real Monsters
86. Addams Family Values
87. The Adventures of Batman & Robin
88. Animaniacs
89. Arcade's Greatest Hits
90. Arcade's Greatest Hits: The Atari Collection 1
91. Bass Master II
92. Bass Masters Classic Pro Edition
93. Boogerman
94. Breath of Fire II
95. Brunswick's World Tournament of Champions
96. Bust-A-Move
97. Castlevania Dracula X
98. Chrono Trigger
99. Clue
100. Dirt Trax FX
101. Disney's Aladdin
102. Donkey Kong Country
103. Donkey Kong Country 2
104. Donkey Kong Country 3
105. Doom
106. EarthBound
107. Earthworm Jim
108. Earthworm Jim 2
109. FIFA Soccer '97
110. Final Fantasy II
111. Final Fantasy III
112. Final Fight 3
113. Frank Thomas Big Hurt Baseball
114. Harvest Moon
115. Illusion of Gaia
116. Jungle Strike
117. Ken Griffey Jr. Presents: MLB
118. Ken Griffey Jr.'s Winning Run
119. Killer Instinct
120. Kirby Super Star
121. Kirby's Dream Course
122. Kirby's Dream Land III
123. The Legend of Zelda: A Link to the Past
124. Looney Tunes B-ball
125. The Lost Vikings II
126. Lufia II
127. Madden NFL '98
128. Mario Paint
129. Mega Man X
130. Mega Man X2
131. Mega Man X3
132. Mega Man 7
133. Monopoly
134. Mortal Kombat II
135. Mortal Kombat 3
136. NBA Hangtime
137. NBA Jam
138. NBA Jam Tournament Edition
139. NBA Live '98
140. NFL Quarterback Club '96
141. NHL '98
142. Ogre Battle
143. Road Rash
144. Secret of Evermore
145. Secret of Mana
146. SimCity
147. SimCity 2000
148. Spawn
149. Star Fox
150. Street Fighter Alpha 2
151. Street Fighter II
152. Street Fighter II Turbo
153. Super Bomberman 2
154. Super Mario All-Stars
155. Super Mario Kart
156. Super Mario RPG
157. Super Mario World 2: Yoshi's Island
158. Super Metroid
159. Super Punch-Out!!
160. Super Star Wars
161. Super Street Fighter II
162. Tetris Attack
163. Top Gear 3000
164. Ultimate Mortal Kombat 3
165. WWF Raw
166. WWF Wrestlemania: The Arcade Game
167. X-Men: Mutant Apocalypse
168. Zoop

Game Boy

169. Adventure Island
170. Aladdin
171. Alien Games
172. Animaniacs
173. Asteroids/Missile Command
174. Battle Arena Toshinden
175. Black Bass Lure Fishing
176. Bomberman GB
177. Brain Buster
178. The Bugs Bunny Crazy Castle 2
179. Bust-A-Move 2
180. Casino Funpak
181. Castlevania Adventure
182. Castlevania Legends
183. Castlevania II: Belmont's Revenge
184. Centipede/Millipede
185. College Slam
186. Contra: The Alien Wars
187. Desert Strike
188. Donkey Kong Land
189. Donkey Kong Land 2: Diddy's Kong Quest
190. Donkey Kong Land 3
191. Donkey Kong '94
192. Dr. Mario
193. Earthworm Jim
194. The Fidgetts
195. FIFA Road to World Cup '98
196. Final Fantasy Adventure
197. Final Fantasy Legend
198. Final Fantasy Legend II
199. Final Fantasy Legend III
200. 4-in-1 Fun Pak
201. Frank Thomas Big Hurt Baseball
202. Galaga/Galaxian
203. Game & Watch Gallery
204. Harvest Moon
205. Hercules
206. International Superstar Soccer '98
207. James Bond 007
208. Jimmy Connors Tennis
209. Jungle Strike
210. Jurassic Park 2
211. Ken Griffey Jr. Presents: MLB
212. Killer Instinct
213. Kirby's Block Ball
214. Kirby's Dream Land
215. Kirby's Dream Land 2
216. Kirby's Pinball Land
217. Kirby's Star Stacker
218. Lamborghini American Challenge
219. Legend of the River King GB
220. The Legend of Zelda: Link's Awakening
221. The Lost World: Jurassic Park
222. Madden '96
223. Maui Mallard in Dark Shadow
224. Mega Man
225. Mega Man V
226. Metroid II: Return of Samus
227. Mickey Mouse: Magic Wand
228. Mole Mania
229. Mortal Kombat/Mortal Kombat II
230. Mortal Kombat II
231. Mortal Kombat 3
232. Ms. Pac-Man
233. Mystical Ninja Starring Goemon
234. NBA Jam
235. NBA Jam Tournament Edition
236. NBA Live '96
237. NHL '96
238. Pac-Man
239. Paperboy
240. Primal Rage
241. Ring Rage
242. Street Fighter II
243. Super Mario Land
244. Super Mario Land 2: 6 Golden Coins
245. Super Return of the Jedi
246. Superman
247. Tamagotchi
248. Tetris
249. Tetris Attack
250. Tetris Blast
251. Tetris Plus
252. Tetris 2
253. Turok: Battle of the Bionosaurs
254. Wario Blast
255. Wario Land: Super Mario Land 3
256. Wario Land II
257. WWF Raw
258. Zoop

Upcoming Releases & Other Picks

259. Addams Family Pinball (N64)
260. Air Boarder USA (N64)
261. Andretti Racing (N64)
262. Body Harvest (N64)
263. Buck Bumble (N64)
264. Caesar's Palace (N64)
265. Charlie Blast's Challenge (N64)
266. Command & Conquer (N64)
267. Déjà Vu 2 (Game Boy)
268. Disney's Mulan (Game Boy)
269. Dracula 3-D (N64)
270. Dragon Storm (N64)
271. Dual Heroes (N64)
272. EarthBound 64 (N64)
273. Earthworm Jim 3-D (N64)
274. Extreme-G 2 (N64)
275. Fighting Force (N64)
276. Game & Watch Gallery 2 (Game Boy)
277. Game Boy Camera & Printer
278. Game Boy Color
279. Game Boy Pocket
280. Glover (N64)
281. Golden Nugget (N64)
282. Harrier 2000 (N64)
283. Harvest Moon (N64)
284. Hoops '99 (N64)
285. Hybrid Heaven (N64)
286. Jet Force Gemini (N64)
287. LastLegion UX (N64)
288. The Legend of Zelda: Ocarina of Time (N64)
289. Lego Racers (N64)
290. Lode Runner 64 (N64)
291. Looney Tunes Racing (N64)
292. Madden NFL '99 (N64)
293. Magic: The Gathering (N64)
294. Mario Paint 64 (N64)
295. Milo's Astro Lanes (N64)
296. MLB Strike Zone '98 (N64)
297. MLBPA Bottom of the 9th (N64)
298. NASCAR '99 (N64)
299. NBA FastBreak (N64)
300. NBA Jam '99 (N64)
301. NBA Live '99 (N64)
302. Need for Speed (N64)
303. NFL Quarterback Club '99 (N64)
304. NHL '99 (N64)
305. Nightmare Creatures (N64)
306. Nintendo 64
307. Nintendo 64 Disk Drive
308. Nuclear Strike (N64)
309. O.D.T. (N64)
310. Off-road Challenge (N64)
311. Ogre Battle 3 (N64)
312. Perfect Dark (N64)
313. Pocket Pikachu
314. Pocket Tales (Game Boy)
315. Pokémon (Game Boy)
316. Pokémon Stadium (N64)
317. Quake II (N64)
318. Quest 64 (N64)
319. Quest for Camelot (Game Boy)
320. Rayman 2 (N64)
321. Rev Limit (N64)
322. Road Rash (N64)
323. Robotech: Crystal Dreams (N64)
324. Rogue Squadron (N64)
325. Rugrats (N64)
326. Rumble Pak
327. Rush 2 (N64)
328. SCARS (N64)
329. Shadow Man (N64)
330. Shadowgate (N64)
331. SimCity (N64)
332. SimCopter (N64)
333. Smurf (N64)
334. South Park (N64)
335. Space Circus (N64)
336. Space Station: Silicon Valley (N64)
337. Starcraft (N64)
338. Super Mario RPG 2 (N64)
339. Super Mario 64 2 (N64)
340. Super Star Stacker (Super NES)
341. Superman (N64)
342. Survivor: Day 1 (N64)
343. Tamagotchi (N64)
344. Tonic Trouble (N64)
345. Top Gear Overdrive (N64)
346. Turok 2: Seeds of Evil (N64)
347. Twelve Tales: Conker 64 (N64)
348. Twisted Edge Snowboarding (N64)
349. Ultra Descent (N64)
350. Ultra Soccer (N64)
351. Unreal (N64)
352. WCW/NWO Revenge (N64)
353. WinBack (N64)
354. Wipeout 64 (N64)

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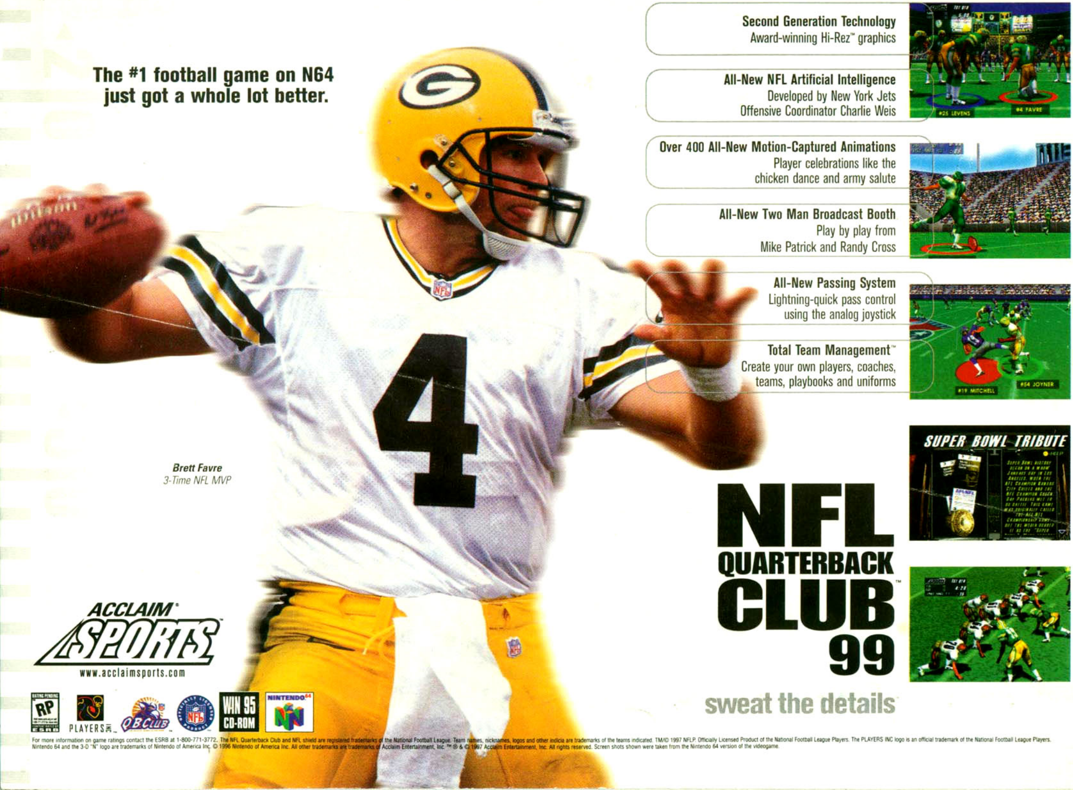

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